POLYHEDRON™

Newszine Issue 35

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The cover of this issue, by Valeria A. Valusek, portrays Gellyath Dragon-Stalker and friends, the Rogues Gallery entry.

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POLYHEDRON™

NEWSZINE

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NOTES

WELCOME!

If you are a new RPGA™ Network member and this is your first issue of the POLYHEDRON™ Newszine, I would like to welcome you. The Network is an organization of avid role-playing gamers from throughout the world. In some respects a family would be a better term to describe it, as many of our members have become friends and attend conventions with featured RPGA™ Network-sanctioned tournaments as much to see their friends as to play in the games. And we are hopeful you become an part of our family.

NETWORK GOALS

One of the major goals of the RPGA™ Network is to become self-supporting. I am confident we can accomplish this, and doing so will make the Network stronger. Several steps already have been taken to reach this goal. For example, we now only send conventions one copy of each tournament they are holding. The conventions have the option of purchasing additional copies from us at a very nominal fee or making the additional copies themselves. In the past we provided conventions with as many copies as necessary. This was a good service, but one which was costing the Network too much. The majority of convention staffs have been understanding of our new policy and why we had to adopt it.

We also have stopped giving free memberships to game masters who run RPGA™ Network tournaments and to players who place in the final rounds of those tournaments. Instead we give gift certificates or "kickback bucks." For the past several years the Network gave away these memberships, which honestly was a financial drain on the organization. We believe $12 is not too much to pay each year to be part of an organization that offers members a bi-monthly magazine, tournaments and other benefits.

RPGA™ NETWORK CLUB PROGRAM

The ROLE PLAYING GAME ASSOCIATION™ Network is revising its club program in an effort to better benefit the RPGA™ Network members who belong to local gaming organizations and to promote the forming of such local organizations.

This program is expanded and much improved from what the RPGA™ Network offered clubs in the past. Clubs which participate will be given materials for their libraries, will have an opportunity to playtest products and will receive other benefits.

With the previous program, for as little as $2.50, a club with 25 or fewer members could call itself an RPGA™ Fellowship. For $10, a club with 76 or more members could call itself an RPGA™ College. There were little benefits with this program - other than being able to say your club was listed as an official RPGA™ Network club.

Clubs which during the past year paid those annual fees will retain their titles until May 1, 1988, or they may apply the dues from that program to the new club program. No more applications are being accepted under the old program.

It will now cost $35 to be chartered as an official RPGA™ Network club. That may seem like a significant increase in cost, but the money spent will be well worth it. Annual dues after a club is chartered will be $20. Local gaming clubs will have several avenues to raise the $35. For example, they might ask a local hobby store or other establishment to sponsor them as RPGA™ Network clubs, or they may divide the cost of the chartering fee between all of the club members.

To seek a charter, a local club must have at least 10 members who are members in good standing of the RPGA™ Network. And they must submit the names and membership numbers of those Network members at the time the club seeks to get a charter. Ranks of the chartered clubs are as follows:

Rank of Club	No. of RPGA™ Members in Club
Fellowship	10 to 25
Guild	26 to 50
Conclave	51 to 75
Assembly	76 and above

Please note that a local club may have more members than this, but it is the club's actual number of RPGA™ Network members which determines the rank of the club.

In this new program, all RPGA™ Network clubs will receive at the time of their chartering:

Two hardbound gaming books, such as Monster Manuals or Players Handbooks, or one hardbound gaming book and a boxed role-playing game.

One softbound book that is an accessory to a role-playing game or one of the softbound book-sized modules for a role-playing game or a softbound book-sized role-playing game supplement.

Two regular-sized role-playing game modules.*

*Clubs will not be able to request specific materials. Distribution of the items will be based on the quantity and types of materials currently available to the RPGA™ Network.

In addition, each club that is chartered will receive a plaque and a certificate, will be provided with opportunities to play-test new systems being developed, will receive a 5 percent discount on all orders of RPGA™ Network merchandise totalling more than $50, will be allowed to identify their club as an official RPGA Network club on the club stationary (provided that this identification appears in smaller print than the club name, and includes a statement that RPGA is a trademark owned by TSR, Inc.), will be listed in future directories as official RPGA™ Network clubs and will be able to participate in club contests which are being planned.

As a special bonus, each club that is chartered will be awarded a single complimentary RPGA™ Network membership that can be assigned at any time within that year to one local club member. For example, a club may wish to use this membership for a club member who may not be able to afford joining the RPGA™ Network, for a club member who performs outstanding service to the local organization or for a club member who wins a tournament.

When RPGA™ Network clubs renew their affiliation each year they will receive a regular module of Network HQ's choice and another single complimentary RPGA™ Network membership that can be given to a local club member.

As the club program develops, other services may arise.

Local gaming clubs wishing to be chartered as RPGA™ Network clubs should contact HQ for a club membership form. Clubs which apply need to send a list of members and officers with the membership form. Club members who are also members of the RPGA™ Network need to have their RPGA™ membership numbers listed next to their names so we can check our records to verify a club has a minimum of 10 RPGA™ Network members. When the verifications have been made, those gaming clubs will be sent a notice saying they will be accepted as a RPGA™ Network club. Clubs which do not have a minimum of 10 members who belong to the RPGA™ Network, will have their $35 check or money order returned. It should take approximately four to six weeks to receive the club materials. No materials will be sent until after GEN CON® Game Fair.

An RPGA™ Network club form will appear in POLYHEDRON™ Newszine no. 36.

Take care,
Jean

LETTERS

Sounding Off

I am submitting this letter to the POLYHEDRON™ Newszine Letters Column. This letter is in response to Issue no. 33's letter by Errol Farstad. Make room on that soapbox. It is my turn to sound off. First, a fond fairwell to Penny for all she has done for OUR organization and good luck in the future! Secondly, its great to see these POLYHEDRON Newszines rolling in again! Please, by all means keep them coming. Now for the meat of this letter.

Errol made some excellent points in his letter and I thought he might appreciate some meager support. I read every issue cover to cover and Errol writes an excellent column. He has taken some of his valuable time and talent and contributed it to this fine organization. He is a model member. If 10% of all our members were that dedicated, we'd have a newszine that was monthly, color and 100 + pages per issue! I'd pay more for that kind of quality and quantity! I am also concerned with the quality of the newszine. My first dealing with the RPGA™ Network came quite a while back. It irked me to no end this newszine left small blank spaces at the end of its articles. Hey! That's my money you're wasting there. It's not too bad now, but look at any early issue. I decided I'd seen enough (or actually, not enough) and sat down and hacked out a small article myself. I didn't have the faintest idea about how to submit it so I just typed it up neatly and fired it off to then editor Mary Kirchoff. My thinking was maybe they could use it as a filler in all those little blank spots. Some time later I received a reply from Mary. She confirmed that they would use my submission and wished more members would write articles so she wouldn't have to bother the TSR, Inc. staffers for material JUST TO FILL EACH ISSUE.

In issue no. 18 yours truly made it to print! The article is nothing earth shattering, but it is something by a member for the members (what this organization is all about)! My labor? Ten hours; two to write it and eight to type it. (I'm no pro.) My rewards? A two-page feature right in there with the pros (Jeff Grubb, James Ward, Roger Moore and Penny Petticord) and a lot of satisfaction in a job well done. Since then I have been unable to submit any other material.

By now you're wondering what I'm driving at. Simply that we should all make an effort to contribute. Granted, we all don't have lots of spare time and can't contribute regularly like Errol, but that effort is well worth it and greatly needed. Every year at the members' meeting I talk to people and every year I hear people brag about how good they are and that they could (or would like to) write for TSR, Inc. Well, to all you braggers out there, I don't see your names here. Get some print down in this newszine and maybe TSR, Inc. might consider your talent. This is a good proving grounds for up and coming designers.

I'm sure a lot of you are saying: "I don't have any spare time." Well, I'm too busy and I still wrote before and now. I'm also going to make an effort to write more, and more often in the near future. I have a challenge to all you braggers and complainers out there. If your schedule isn't as busy as mine shut up and get out or sit down and write a small article. O.K., ready? I'm 23 years old and have been a gamer for 10 years now (9 years as a GM for many games and an AD&D® game campaign). I'm a lineman for a local power company working 53 hours average a week. I go to college at nights 6 to 12 hours a week. I have a girlfriend and I have many other social and business commitments too numerous to mention. As far as sports and hobbies go, I do the following on a very regular basis: I enjoy surfing, snowboarding, weightlifting, cycling, gaming (you name it, I'll play it) and model railroading. I'm not trying to brag, just make a point. We all have a little spare time to contribute to this organization. If any of you out there are getting the urge to write, I have a suggestion for an article or two. I'd like to see an article by an AD&D game player on what he thinks a good game or campaign is and what he likes or dislikes about a GM's style. After all, read any of these type of articles and you'll see that nearly all of them are written by GMs. You players are the ones we GMs are trying to please so speak up. Those of you who still can't be bothered to write articles should at least drop this LETTERS COLUMN a short note about what you would like to see in this newszine. Some of us would like to try to accommodate your requests.

I have one last suggestion before I turn the soapbox over to the next person. Since the RPGA™ Network awards experience ranking to players and GMs of sponsored events, why not award the same type of experience for contributors to the POLYHEDRON™ Newszine? It might be just enough of an incentive to spur a few good writers on.

Arthur Dutra
Meriden, CT.

That's a wonderful idea giving experience points for having articles published in the POLYHEDRON™ Newszine. In fact, that's just what HQ had planned to do in its revised point system. We came up with the idea a few months ago, but wanted to wait and unveil it at the proper time. We believe it is a much-improved system. The system also allows HQ to award points for writing and coordinating tournaments! - Jean

Comments and Criticisms

I have been a RPGA™ Network member for four or five years now and confess I am one of the ones who has been sitting on his backside for most of that time. Except for conventions, I have had very little contact with the Network. Even though I live in Pennsylvania, I have traveled to Maryland, New Jersey, Ohio and Indiana to play in RPGA™ Network events in more than a dozen conventions and will be going to Georgia and will be making my first pilgrimage to Wisconsin this year. Throughout these travels I have met many different gamers, some excellent players, some terrible players (luckily most were of the first category). But I always left feeling that I could call some of them friends even though I had met them for only a few hours. That is probably why I keep going to conventions and why I would like to see the RPGA™ Network get bigger and better. Therefore, I am writing this letter to give my opinions about the RPGA™ Network and how I think it can be improved.

For me, the good competition and friendships is why I keep my membership going. But that is not true for everyone. For most members the POLYHEDRON™ Newszine is their only link to the Network and I am very glad that the RPGA™ Network is getting caught up. This is probably the main reason membership has declined. Because of distance and cost, most members cannot afford to attend the larger conventions. For that reason, I would like to see the RPGA™ Network go to smaller, more regional or state-type conventions. This would give more members a chance to go to a convention at a reasonable cost. I hope that is what the Regional Directors will be doing! I was also unhappy to see that next year, GEN CON® Game Fair and Origins will be combined into one large convention.

I hope this is not a trend for the future.

In addition, I have some problems with the way the ratings system is in regards to "winning" the event. I am a very competitive person and would like to play with the best gamers possible. At some conventions I have heard members say that they hope they did not have to play with so and so because he is too good a player and they want to win. I feel this defeats the reason for playing. I have won some events and had a terrible time and lost some events and had the best time I had at the convention. I would rather lose and be with a great group than win with a mediocre group. The best events are the ones you have to roll a dice to determine who you will vote for and winning has nothing to do with it.

I realize there has to be a way to determine advancement and the winning of the round. But I feel this should be deemphasized in favor of good playing and having a good time. The role-playing ability of the player should not count as the only real determination of the best player. Team work and the problem solving ability of the player should be equal factors in the voting. Also, the characters the players run should enter into the voting. Some characters are just easier to play than others and this should be weighed accordingly.

Finally, some general comments. First, I like the idea of the Living City and hope it works even half as well as I think it can. It could provide that major setting that most campaigns need to grow.

Secondly, about the Gamers Choice Awards. I really do not care who wins. Thirdly, at larger conventions I would like to see some events that are strictly for beginners only. There are a lot of games I would like to try, and reading the rules without knowing anything about the game is sometimes difficult. This goes for older games as well as the new releases. Fourth, I noticed that at GEN CON® Game Fair more than 80 percent of the RPGA™ events were open to all and some did not require RPGA™ Network judges. If this is mainly to attract new members then I have no problem with this. But if this is going to be the standard I think membership will suffer in the long run. Why join the RPGA™ Network if you can still play in RPGA™ Network events? Finally, I would like the POLYHEDRON™ Newszine to publish information about running a convention. Information like how to advertise the convention, contacting dealers, advertising for more events, etc. would be extremely useful.

In conclusion, I would like to welcome Jean Rabe as the new Network Coordinator. I do not think the powers that be could have made a better choice. I have only met her at a few conventions, but I feel she will make an excellent coordinator and the RPGA™ Network can only grow under her leadership. So, I pledge to get off my backside and help judge more events, write a few modules or help coordinate some conventions as much as my time and finances permit. And I hope the rest of the membership does the same.

Gamingly yours,
Dave Schnur
Butler, PA

Dave, thank you very much for the kind words. I hope I can live up to your expectations. Let me answer some of your concerns, but in no particular order.

First, one of the major reasons we have opened many RPGA™ Network tournaments to the general public is to draw their attention to the Network. By playing in the tournaments hopefully people will become interested in the Network and join. It is not a permanent policy to open these events to the public. And it is not a policy that is going to continue for any great amount of time. It is an attempt to expand membership. Let's hope it is successful. And after the Network has gained membership we can again restrict many of the tournaments to members only. Restricted tournaments at this GEN CON® Game Fair included the Living City tournament and the Masters and Grand Masters tournaments.

About beginners only events... Well, while we don't at present have any of those to offer, we have an alternative. For example, this past GEN CON® Game Fair we had 32 RPGA™ Network events - 15 of which were from other game companies. These tournaments help the RPGA™ Network become more supportive and representive of the whole industry AND encourage the members to try new game systems. Besides, what better way can you learn a game than by playing with people who already know the system? Only the RPGA™ Network Masters and Grand Masters tournaments at this GEN CON® Game Fair state that you must be familiar with the game to play.

You say you would like the RPGA™ Network to go to smaller conventions. We do. Myself and my predecessor, Penny Petticord, attended many smaller conventions, as do our Regional Directors. So the Network is indeed represented well at smaller gatherings. In addition, HQ provides RPGA™ Network-sanctioned tournaments to small and large conventions throughout the country.

There are many good reasons for combining GEN CON® Game Fair and Origins. It has been quite a few years since Origins was in the midwest, so moving it to Milwaukee next summer will give more people in this area an opportunity to attend. Also, it seems the majority of people who attend Origins are interested in strategy boardgaming, while the majority who attend GEN CON® Game Fair are interested in role-playing games. Putting the two conventions together will give the players more exposure to other gaming genres and perhaps strengthen the conventions.

By the way, I'm looking forward to those tournaments you mention you will write. HQ needs more tournaments - Jean

REACTIONS

I just got the last issue of POLYHEDRON™ Newszine this morning. While reading it from cover to cover I was compelled to write about this letter by Tim Tollefson, "Let's Clean Up Our Act." I agree completely. The first game I came in contact with was D&D® game, although I was only 5 I did notice there was a lot of violence and greed in the characters. We should take a good look at how we play.

About Errol Farstad's letter. I also agree about the number of members who contribute. But some members, like myself, don't feel we've been playing long enough to be qualified to write an article. If you really want we can try, but I don't think they'll turn out as good as yours. I'm not even sure they'd be printable.

Also, a small request. I believe it may save readers the frustration of reading over half an article before they realize they know nothing about the game in topic. Would it be possible to state at the top of an article which games it pertains to? I speak from experience. Thanks for the time and the space.

Marijke Edmondson
Tor, Ontario

Marijke, you never know how "good" an article will turn out until you try. And if an article isn't able to be used for various reasons, I usually send that article back to the author with an explanation of why we can't use it, what is wrong with it or how it could be improved. Try. - Jean

Rogues Gallery

by Michael Lach

Gellyath

Level 7 Fighter, Human Male

Strength:	17	+1 to hit; +1 damage; +500 gpw; doors: 1-3; bars: 13%
Intelligence:	15	4 additional languages
Wisdom	13	
Dexterity:	16	+1 reaction/attacking; −2 defensive adjustment
Constitution:	12	80% system shock; 85% resurrection
Charisma:	17	10 henchmen; 80% loyalty; +30% reaction
Comeliness:	17	+17% reaction; fascinate women with wisdom of 8 or less

Age:	29(mature)	AC normal:	1
Height:	6′0″ (average)	AC rear:	3
Weight:	180 (above average)	Armor type:	chain mail
Alignment:	Chaotic Good	Hit points:	56

Poison, paralysis, death:	10	Racial preference:
Petrification, polymorph:	11	Dwarf: N Elf: N
Rod, staff, wand:	12	Gnome: N Half-elf: T
Breath weapon:	12	Halfling: N Half-orc: N
Spell:	13	Human: P

+2 all saves due to *ring of protection*

Base Hit Rolls (unmodified)

Armor Class:	10	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6
Fighter:	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

Attacks: 3/2 per round

Weapon Proficiencies: 6; non-proficiency penalty; −2; proficient in long sword, broad sword, dagger, lance, horseman's military pick, military fork

Weapons carried: *broad sword +1, +4 vs. reptiles* (base dmg: 2-8/2-7) dagger (base dmg: 1-4/1-3; ranges: 1″ 2″ 3″, fire rate: 2) horseman's military pick (on mount; base dmg: 2-5/1-4)

Languages spoken: Common, Chaotic Good, Elf, Orc

Magical Items: You possess the following items which have registered positive when detect magic was cast upon them.

Potion of Healing: Drinking this potion will restore 4-10 (2d4 + 2) hit points of damage.

Potion of Stone Giant Strength: Drinking this potion will increase your strength to 20 (+5,000 gp weight allowance, +8 damage with hand-held or thrown weapons, 60% bend bars/ lift gates). The effects of this potion will last for 4 turns plus 1-4 additional turns.

Ring of Protection +2: This was a gift from the Alchemists' Guild of Mishral, and gives a +2 bonus to armor class (provided no magical armor is worn) and saving throws.

Ring of Swimming: This ring allows you to swim upon the water at a base speed of 21″, assuming you are dressed for such activity. You can swim continuously for 4 hours before 1 hour of floating rest is needed. Further, you can dive up to 50′ into water without injury, providing the depth of the water is at least 1½′ per 10′ of diving elevation. You can also stay underwater for 4 rounds without needing a breath of air. The ring confers the ability to stay afloat under all but typhoon-like conditions.

Long sword +1, +4 vs. Reptiles: This sword is strong, carved with patterns of serpents, and is a trusty weapon. It gives a +1 on all attack rolls, and +4 versus reptiles and their ilk; namely dinosaurs, hydras, lizards, snakes, wyverns, etc.

Normal Items: chain mail (ornamented with the royal insignia of honor), dagger, wineskin filled with good beer, iron rations (1 week), backpack, tinder box, normal clothing, crumpled invitation to the palace ball which was held a week ago, 100 pp.

You are the renowned Gellyath Dragon-Stalker. Throughout the entire Kingdom there is no one as fearless, as courageous, or as bold as you—at least that's what everyone else thinks.

It all started when you brought a beat up young woman you found in a roadside ditch to the capital city of Mishral. It turned out to be the Princess Adrania! The King was overjoyed you foiled the vicious assassins' guild plot. The week-long celebration of your bravery culminated in your being asked by the king to slay the Emerald Terror, a ferocious green dragon that was terrorizing the western villages.

Alas, you couldn't say no, and after two weeks of tedious searching, you came upon the beast in her forested lair. However, she was dead—very dead. Apparently old age got the best of her. Needless to say, your reception in Mishral was full of pomp and glory; the kingdom had a new national hero.

Not to say that you don't mind all this. You don't feel honest about encouraging the charade, but too many people are counting on you to let them down. Telling the whole truth about the events that lead to your fame could cause a severe drop in morale, a bane to any successful leader. You would appreciate it though if people left the "Dragon-Stalker" off the end of your name as it does trouble your conscience a bit.

You know you have some ability, but you just aren't sure if you're the "Protector of the Realm" that the King has made you out to be. Nevertheless, you are responsible for this group. You'll do your best to keep them all together and alive. In achieving this goal, you are not foolhardy; you're not above or fleeing from invincible opponents, as it is often the best alternative. "Those who turn and run away, live to fight another day," as the local saying goes. You prefer to keep your sword in its sheath until the last possible moment.

While you are the leader of this band, you still respect the opinions of others, especially in areas of their expertise. With the exception of Asgorad, whom you have known since you were a child, the others in the party are relatively new to you.

Tekas

Level 5 Fighter/Level 5 Thief, Hill Dwarf Female

Strength:	16	+1 damage; +350 gpw; doors: 1-3; bars: 10%
Intelligence:	15	4 additional languages
Wisdom:	11	
Dexterity:	16	+1 reaction/attacking; −2 defensive adjustment
Constitution:	18	+4 hit point adj; 99% system shock; 100% resurrection
Charisma:	9	4 henchmen; 50% loyalty
Comeliness:	10	

Age:	283(old)	AC normal:	3
Height:	4′0″(above average)	AC rear:	5
Weight:	124 (above average)	Armor type:	leather +3
Alignment:	Lawful Neutral	Hit points:	35

Poison, paralysis, death:	11	Racial preference:
Petrification, polymorph:	11	Dwarf: P Elf: A
Rod, staff, wand:	12	Gnome: G Half-elf: N
Breath weapon:	13	Halfling: G* Half-orc: H
Spell:	13	Human: N

* +5 versus poison, RSW, or spell *To Tallfellow, Stout, T others
* +3 versus most poisons (see magic items)

Base Hit Rolls (unmodified)

Armor Class:	10	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6	−7
Fighter:	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
Thief:	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22

*Thief line must be use in backstab attempt; otherwise use fighter line, applying non-proficiency penalties as needed.

Attacks: 1 per round
Fighter weapon proficiencies: 4; non-proficiency penalty: −2; proficient in battle axe, hammer, spear, light crossbow
Thief weapon proficiencies: 3; non-proficiency penalty: −3; proficient in short sword, dagger, garrot.
Weapons carried: *battle axe +1, +2* vs. magic-using and enchanted creatures (+2 vs. magic-users, monsters which can cast spells, *conjured, created, gated,* or *summoned* creatures; base dmg: 1-8/1-8; detect magic in a 1″ radius, communicates via semi-empathy; water and rust proof); short sword (base dmg: 1-6/1-8); dagger (base dmg: 1-4/1-3; ranges: 1″/2″/3″, fire rate: 2); *light crossbow of accuracy +3* (base dmg: 1-4; all ranges are considered short, fire rate: 1)
Cannot use long bow or any weapon longer than 12′, triple damage from a surprise backstab.
Languages spoken: Common, Lawful neutral, Dwarf, Gnome, Goblin, Kobold, Orc
Infravision 60′
Find slopes 9 in 12; new construction 9 in 12; shifting walls 8 in 12; stone traps 6 in 12; depth underground 6 in 12
+1 to hit orcs, half-orcs, goblins, and hobgoblins
−4 for ogres, ogre magi, trolls, giants, and titans on their hit rolls

Pockets	Locks	Traps	Move	Hide	Hear	Climb	Read
50%	57%	55%	40%	31%	20%	80%	20%

Magical Items: You possess the following items which have registered positive when *detect magic* was cast upon them.

Potion of Healing: Drinking this potion will restore 4-10 (2d4+2) hit points of damage.

Periapt of Proof Against Poison: You pilfered this nifty hunk of jewelry off the body of a dead thief. It allows you a 30% chance to save against poisons which usually have no save, a standard chance to save against strong poisons, and a save at +3 against normal poisons.

Winged Boots: These are remarkable items that you found one year ago while in a local dungeon. You have determined that these boots can be used no more than two hours per day, after which they need 12 hours of rest for each hour of flight time to be restored. You can reach full air speed and come to complete stop in 1 segment. You can fly at 15″ and turn 180 degrees per round.

Leather Armor +3

Battle Axe +1, +2 vs Enchanted Creatures: This is an old dwarven-forged heirloom named "Slicer" which has been in your family for generations. It has served you and your predecessors well, and you would rather use it than any other weapon. (After all, it was this blade that won Grandpa Weslak all that glory in the goblin wars!) It is said to have spells cast upon it so as to make it water and rust-proof. Slicer can also detect magic in a 1″ radius and relay what it has found via semi-empathy.

Light Crossbow of Accuracy +3: This weapon gives a +3 on all attack rolls on all bolts fired from it, and all ranges are treated as short.

Normal Equipment: short sword, 4 daggers, quiver, 20 bolts, 4 flasks of dwarven spirits, metal flagon, backpack, tinder box, 2 torches, 2 iron spikes, normal clothing, well-worn shawl, carved smoking pipe, pouch of tobacco, 20gp, four 20 gp gems, two 100 gp gems.

You are Tekas. You see things how they are and you tell it like it is. You don't take anything from anybody. Your views are bitter and your tone is strict, but that's how it has to be if you want some respect in this world. Some might call you a pessimist, but you think of yourself as a realist. The world is full of raw deals and fast heels—only a fool trusts a stranger. And from what you've seen in this long life of yours, turning your back is a sign of cowardice and leaving well enough alone is a sign of fear.

You know what's right so you call the shots. When something goes wrong, you are the first to make everyone aware of it. The others say you complain too much, but you have their best interests in mind. Besides, it's darn close to the only fun you get nowadays, ribbing these big folk. Taking care of these young 'uns will be tedious, especially since they're ungrateful, but you won't give up. You do not like admitting you are wrong. Only sissies give up or give in.

You feel no compassion for those who can't hold their own. The weak are to be trampled and the powerful are to be envied. Enemies are targets of revenge, strangers are tools to get what you want, and friends, true friends, are priceless treasures.

Kela

Level 4 Ranger, Human Female

Strength:	16	+1 damage; +350 gpw; doors: 1-3; bars 10%
Intelligence:	10	2 additional languages
Wisdom:	13	
Dexterity:	15	−1 defensive adjustment
Constitution:	15	+1 hit point adj; 91% system shock; 94% resurrection
Charisma:	15	7 henchmen; 65% loyalty; +15% reaction
Comeliness:	18	+27% reaction; fascinate males with wisdom of 12 or less; females with wisdom of 9 or less

Age:	22 (mature)	AC Normal:	4
Height:	5′6″ (average)	AC rear:	5
Weight:	110 (below average)	Armor type:	elfin chain mail
Alignment:	Neutral Good	Hit Points:	28

Poison, paralysis, death:	13	Racial preference:
Petrification, polymorph:	14	Dwarf: N Elf: N
Rod, staff, wand:	15	Gnome: N Half-elf: T
Breath weapon:	16	Halfling: N Half-orc: N
Spell:	16	Human: P

Base Hit Rolls (unmodified)

Armor Class:	10	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6	−7
Ranger:	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21

Attacks: 1 per round
Weapon proficiencies: 4; non-proficiency penalty: −2; proficient in two-handed sword, spear, knife, long bow
Weapons carried: *two-handed sword +1, +3 vs. regenerating creatures* (base dmg: 1-10/3-18), knife (base dmg: 1-3/1-2; ranges: 1″/2″/3″, fire rate: 2), long bow (base dmg: 1-6; ranges: 7″/14″/21″, fire rate: 2), 6 *arrows +1* and an *arrow of troll slaying +3*
Languages spoken: Common, Neutral Good, Elf
+4 damage bonus versus bugbear, cyclopskin, dune stalker, ettin, flind, giant (any), gibberling, gnoll, goblin, grimlock, hobgoblin, kobold, meazel, norker, ogre, ogre mage, ogrillon, orc, quaggoth, tasloi, troll, xvart
Surprise opponents 50%; is surprised only 16 2/3%
Tracking (see *Unearthed Arcana*, page 21)

Magical Items: You possess the following items which have registered positive when *detect magic* was cast upon them.

Two-Handed Sword +1, +3 vs Regenerating Creatures: This is your favorite weapon, and one that has served you well. The +1/+3 applies to all attack rolls.

6 *Arrows +1*

Arrow of Troll Slaying +3: This arrow will kill any troll instantly on a successful hit roll.

Potion of Extra-Healing: Drinking the whole of this potion will restore 6-27 (3d8+3) hit points of damage. If taken in thirds, each portion will restore 1-8 hit points of damage.

Potion of Speed: Drinking this potion will double your movement and combat capabilities for 5-20 rounds. Drinking this potion will also age you one year.

Normal Equipment: elfin chain mail, knife, long bow, quiver, 12 normal arrows, 5 silver arrows, fishing line and hooks, small jug of ale, a few biscuits, small tin bucket, trowel, backpack, 50′ rope, spool of twine (10′), tinder box, 2 torches, flask of oil, normal clothing, smock, plaid hair ribbon, 50 gp

Well, for a cute little ol' country lass you've sure put your foot in it this time! No one in your home town could have ever imagined that their sweet little milk maiden would have become an adventurer traveling with Gellyath the Dragon-Stalker, Asgorad the Arch-Mage, and Mandize the Prophet! Your previous adventures were of very little importance when compared to this one. As frightening as it sounds, you know you're in the big time now.

Although the whole thing is rather exciting, it's also mighty frightening. You feel out of place, out-classed, and over your head. Having spent most of your life in a barn, you don't have half the experience or knowledge that these world travelers must have. And being the group's only ranger, you may be asked to find the trail or (gasp!) fight along side Gellyath. You honestly don't know enough about the group battle tactics to finesse your way through such a situation. You can swing a nasty two-handed sword, though. You get so consumed by battle lust that you forget everything, except you, your sword, and your opponent. What a feeling!

Outside of battle, you aren't sure of yourself at all and often watch the others so that you can mimic them. Perhaps they won't notice your severe lack of savoir-faire (although your country background will be hard to hide since they all say you speak funny). You feel so confused, helpless, and isolated that you've become jumpy and jittery. Your nerves are plum shot.

This fear of being found unworthy or useless has stifled your natural curiosity. Your inquisitive nature has been replaced by one that is obscured by fear. Oh, but it's just as well; you wouldn't want to bother anyone with your silly questions anyway.

Asgorad

Level 7 Magic – User, Human Male

Strength:	8	doors: 1-2; bars: 1%
Intelligence:	18	7 additional languages
Wisdom:	13	
Dexterity:	13	
Constitution:	13	85% system shock; 90% resurrection
Charisma:	14	6 henchmen; 55% loyalty; +10% reaction
Comeliness:	12	

Age:	29 (mature)	AC Normal:	8
Height:	5′6″ (below average)	AC rear:	8
Weight:	125 (below average)	Armor type:	bracers AC 8
Alignment:	Chaotic Good	Hit Points:	18

Poison, paralysis, death:	13	Racial preference:
Petrification, polymorph:	11	Dwarf: N Elf: N
Rod, staff, wand:	9	Gnome: N Half-elf: T
Breath weapon:	13	Halfling: N Half-orc: N
Spell:	10	Human: P

Base Hit Rolls (unmodified)

Armor Class:	10	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6	−7
Magic-User:	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24

Attacks: 1 per round
Weapon proficiencies: 2; non-proficiency penalty: −5; proficient in quarter staff, dagger
Weapons carried: quarter staff (base dmg: 1-6), dagger (base dmg: 1-4/1-3; ranges: 1″/2″/3″, fire rate: 2)
Languages spoken: Common, Chaotic Good, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnoll
Spells: 4 first level, 3 second level, 2 third level, 1 fourth level

Spellbook

Magical Items: You possess the following items which have registered positive when *detect magic* was cast upon them.

Spellbook: You carry your spellbook with you on long journeys, as you have a duplicate at your residence in the town of Kirwan. It is trapped with a *magic mouth spell.* (DM may devise the message and condition.)

Bracers of Defense, Armor Class 8: These are your only protection.

Potion of Glibness: This potion allows the imbiber to fluently speak, and even tell lies, smoothly, unbelievably, and undetectably.

Ring of Wizardry: Wearing this ring allows you to memorize twice the normal amount of second level spells—six instead of the usual three. This is a very valuable item, and you keep it secret from all other people.

Scroll of Protection From Water Elementals: Reading time: 6 segments. When read, this scroll will protect all within 10′ of the reader from all attacks from up to 24 hit dice of water elementals, tritons, and water weirds. It functions for 5-40 rounds.

Wand of Lightning: You really haven't had much time to try this one out, but when you spoke the command word "Xaen" on the last adventure, a brilliant burst of lightning shot out, easily killing the ogre that was attacking you. The wand might also have some secondary functions as well, but you will have to experiment to discover them.

Grelmak the gnome has your amulet of proof against detection and location. You are not certain if he knows what it does or how it functions.

Normal Equipment: quarter staff, dagger, wineskin filled with one quart of exceptional wine, watercress sandwich, backpack, purple robe, spell components, herbs (almond powder, bay leaves, belladonna, nutmeg, mint), 10 pp, 70 gp brooch, 125 gp ring, 150 gp pendant.

You are Asgorad, a human magic-user with a vast amount of adventuring experience. You are extremely powerful, and soon kings and dukes will come crawling to you, begging you for succor. There is no dilemma that you or your magic cannot solve, and your proposals are always most ingenious. (If you do say so yourself.) The few times that you didn't manage to work up to your potential are most embarrassing and are best forgotten. But it is obvious that without your expert spell casting, unearthly intelligence, and plethora of abilities this party won't get anywhere.

You flaunt your magic readily to remind the group of your remarkable abilities. Sometimes you perform such fascinating feats that you can't help but stand in awe of yourself. Admiration is something you strive for, and deserve.

Your immense vocabulary is sound proof of your inspirational intelligence, upper class breeding, and years of schooling. You enjoy the use of such a tool, as it sets you apart, and above, the commoners. However, your loquaciousness coupled with your prolixity tends to confuse the mentally dormant. Not that you mind, as this is a sure sign of your superiority. You feel only scorn for the peons that aren't able to comprehend your august narrations.

You also choose not to socialize with those who are socially less. Peasants, thieves, farmers, and the rest of their ilk are simple folk to be looked down on with disgust. You'd just as soon swallow a copper piece than give it to a beggar. You feel no remorse for the lot of these worms as you believe that everyone has the potential to be great. It's just that it's much easier to realize this potential if you are wonderfully gifted.

Mandize

Level 6 Cleric, Human Male

Strength:	13	+100 gpw; doors: 1-2; bars: 4%
Intelligence:	11	2 additional languages
Wisdom:	17	+3 magical attack adj; 0% spell failure
Dexterity:	15	−1 defensive adjustment
Constitution:	15	+1 hit point adj; 91% system shock; 94% resurrection
Charisma:	12	5 henchmen; 50% loyalty
Comeliness:	13	

Age:	63 (old)	AC Normal:	1
Height:	5′9″ (below average)	AC Rear:	2
Weight:	250 (above average)	Armor type:	*banded mail +2*
Alignment:	Lawful Good	Hit Points:	34

Poison, paralysis, death:	9	Racial preference:
Petrification, polymorph:	12	Dwarf: N Elf: N
Rod, staff, wand:	13	Gnome: N Half-elf: T
Breath weapon:	15	Halfling: N Half-orc: N
Spell:	14	Human: P

* add +3 wisdom bonus where applicable

Base Hit Rolls (unmodified)

Armor Class:	10	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6	−7
Cleric:	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21

Attacks: 1 per round
(Weapon proficiencies: 3; non-proficiency penalty: −3; proficient in footman's flail, footman's mace, quarter staff
Weapons carried: *footman's flail +2* (base dmg: 2-7/2-8), footman's mace (base dmg: 2-7/1-6)
Languages spoken: Common, Lawful Good, Elf, Orc
Spells: 5 first level, 5 second level, 3 third level

Skeleton	Zombie	Ghoul	Shadow	Wight	Ghast	Wraith	Mummy	Spectre	Vampire
D	D	T	T	4	7	10	13	16	(20

Magical Items: You possess the following items which have registered positive when detect magic was cast upon them.

Scroll of Heal: This is a standard scroll in an ivory case. You are saving it for the time when one of your friends is sorely hurt and on the verge of death.

Rod of Smiting: The United Church of Dalken gave this powerful item to thank you for many years of service. The rod (1-8/1-8) is a +3 weapon that does triple damage (3d8+9) against creatures from the outer planes on any modified roll of 20 or better. Against golems the rod does double damage (2d8+6), and any score of 20 or better destroys the monster. Both of these special functions draw one charge from the rod; the rod has four charges remaining.

Wand of Illumination: (18 charges remaining) This wand may do the following, once per round: *dancing lights* (1 segment, 1 charge, as magic-user spell), *light* (2 segments, 1 charge, as magic-user spell), *continual light* (2 segments, 2 charges, as magic-user spell), *sunburst* (3 segments, 3 charges, 12″ radius, all undead within take 6-36 points of damage, no save. Those facing the burst must save vs wands or be blinded and unable to function for 2-12 segments).

Brooch of Shielding: This silver cape-fastener will protect you against 49 hit points of magic missile damage before it melts and becomes useless. You bought this dainty little item from a wandering merchant who must have forgotten to mention that the brooch had been previously used.

Banded Mail +2
Footman's Flail +2

Normal Equipment: banded mail, footman's mace, waterskin filled with one quart of sweet apple cider, waterskin filled with one quart of fresh water, standard rations (2 weeks), a handful of cookies, backpack, tinder box, bullseye lantern, flask of oil, spare set of clothes (extra-large), gold holy symbol, two vials of holy water, spell components, 10 sp, 10 gp, two 10 gp gems, four 20 gp gems.

You are a pleasant, mild sort of holy man named Mandize who, instead of reclining in your twilight years, has decided to get one last look at the world. The cloister was getting stuffy, and it will certainly feel good to stretch your old muscles one last time.

If you have learned one thing as a preacher, it is that there is always a right and wrong, a black and a white, a good and a bad. Although there are rare instances that seem to defy this statement, they are few in number and minor in importance. You are conservative by nature, always tending toward the less extravagant, the simple, and the side of the fence that you are already on.

Because of your moderate intentions, you have no desire to do anything hastily, or in a hasty manner. You decided long ago to heartily consider, at every opportunity, everything. Man is man because of his ability to think. And so you have become quite adept at thinking. Occasionally you come to conclusions after the dilemma has passed, but this never upset you, as there will always be new things to think about.

You have found it most productive to think out loud. Only then can you hear what you are thinking, and this gives you another angle at which to study the picture. While it may be annoying to others at times, the bit of wisdom they receive is well worth the trouble they endure.

Once you have reached a conclusion you spend your time delivering intricate speeches so that the rest of the world can delight in your new-found knowledge. You are neither selective about your audience nor your topics. Once in a while you will forget to get to the point, or stop short somewhere in the middle, but speakers-block happens to the best of lecturers.

It is your severe reliance on thinking that you believe is responsible for your prophetic dreams and visions. There are mornings when you wake up and have a picture of the future in your mind. You have discovered that the more sound your train of thought becomes, the more frequently these forecasts are correct. Perhaps there are other areas in your life that effect the prophecies, too.

Grelmak

Level 4 Illusionist/Level 4 Thief, Gnome Male

Strength:	10	doors: 1-2; bars: 2%
Intelligence:	16	5 additional languages
Wisdom:	12	
Dexterity:	17	+2 reaction/attacking; −3 defensive adjustment
Constitution:	17	+2 hit point adj; 97% system shock; 98% resurrection
Charisma:	11	4 henchmen; 50% loyalty
Comeliness:	9	

Age:	89 (young adult)	AC normal:	5
Height:	3′5″ (below average)	AC rear:	8
Weight:	87 (above average)	Armor type:	leather
Alignment:	Chaotic Neutral	Hit Points:	22

Poison, paralysis, death:	13	Racial Preference:
Petrification, polymorph:	12	Dwarf: G Elf: T
Rod, staff, wand:	11	Gnome: P Half-elf: T
Breath weapon:	15	Halfling: G Half-orc: H
Spell:	12	Human: N

* +4 versus rod, staff, wand, or spell

Base Hit Rolls (unmodified)

Armor Class:	10	9	8	7	6	5	4	3	2	1	0	−1	−2	−3	−4	−5	−6	−7
Illusionist/ Thief:	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24

Attacks: 1 per round
Thief weapon proficiencies: 3; non-proficiency penalty: −3; proficient in short sword, short bow, sap
Illusionist weapon proficiencies: 1; proficient in dagger
Weapons carried: short sword (base dmg: 1-6/1-8), dagger (base dmg: 1-6; ranges: 1″/2″/3″, fire rate: 2), short bow (base dmg: 1-6; ranges: 5″/10″/15″, fire rate: 2), sap (base dmg: 1-2; hitting an unprotected head causes unconsciousness 50% of the time, hitting anywhere but on the head will inflict half damage only)
Cannot use longbow, heavy crossbow, weapons longer than 12′ or pole arms heavier than 200 gpw
Double damage on a surprise backstab
Languages spoken: Common, Chaotic Neutral, "Thieves' Cant," Gnome, Dwarf, Halfling, Goblin, Kobold, Troll, Giant Common, "Burrowing Mammal"
Infravision 60′
Find Slopes 8 in 10; unsafe walls 7 in 10; depth underground 6 in 10; direction of underground travel 5 in 10
+1 to hit kobolds and goblins
−4 for gnolls, bugbears, ogres, trolls, ogre magi, giants, titans on their hit rolls

Spells: 3 first level, 2 second level

Spellbook

Pockets	Locks	Traps	Move	Hide	Hear	Climb	Read
50%	52%	45%	43%	35%	25%	73%	20%

Magical Items: You possess the following items which have registered positive when *detect magic* was cast upon them.

Spellbook: You have the following spells in your book and have been constantly searching for more spells to place in it, and thus increase your power.

Potion of Treasure Finding: This potion will give the imbiber a directional sense, so that he or she can point to the nearest mass of treasure. It lasts for 5-20 rounds.

Wand of Secret Door and Trap Location: This handy device has 10 charges. When the command word "Leswan" is spoken, the wand will pulse and point to every secret door in a 15′ radius, or to every trap in a 30′ radius, wielder's choice. Each of these functions drains 1 charge.

Medallion of ESP: This silver necklace allows you to pick up the surface thoughts of thinking creatures if you concentrate for 1 round. You can pick up thoughts in a path that is 1′ wide at the start, 50′ long, and 11′ wide at the end. You can also estimate the general distance and number of the thinking creatures. However, the device won't pass through 3′ of stone, occasionally malfunctions, and you sometimes (rarely) pickup thoughts in a foreign tongue. The member of the guild who gave you this is an especially sly and sneaky type, and you wonder exactly why he sold this to you. It might have bad effects, so you try not to use it too much.

Bag of Holding: This 2′ × 4′ cloth sack weighs about 15 pounds, but it can hold as much as 250 pounds and has 30 cubic feet inside. Once, when a halfling friend of yours was being set upon by city guards, you became invisible and let him climb into this sack. You made a clean escape and discovered that the sack contains enough air to last a halfling about ten minutes.

Ring of Spell Storing: The ring holds the following clerical spells: *speak with animals* (R 0; C 1r; D 1t; AoE 1 animal within 3″ rad.), *speak with dead* (R1″; C 1t; D 1t; AoE 1 creature), *speak with plants* (R 0; C 1t; D 11r; AoE 3″ rad.) and *speak with monsters* (R 3″; C 9s; D 11r).

You also have an amulet of Asgorad's which is supposedly very valuable. Your contacts in the thieves' guild claim that it makes the wearer invisible to all forms of magical detection.

Normal Equipment: leather armor, short sword, three daggers, short bow quiver, 12 normal arrows, sap, backpack, tinder box, six candles, candlestick, normal clothes, brown wool cap, deck of normal playing cards, spell components, herbs (cloves, pepper, catnip), lucky rabbit's foot, 75 gp, 10 pp, two 50 gp gems, 150 gp ring

You are Grelmak.
You are a gnome.
You are *not* a puppet.
You are *not* a pawn.
You are *not* a servant.

You will do what you want, where you want, whenever you want to do it. Spontaneity is the essence of your being. You love to do things, to move, and never on a regular basis. Move, move, move. Do now, think later. No, don't think, do. Do anything. You are not stupid. You are full of reason. Most things just don't require thought. Freedom is a muscle that must be either exercised or lost.

Attitudes like your's tend to rock the boat, so you don't discuss them openly too often. And as independent as you are, you honestly have no qualms about cooperating with others, so long as there is something in it for you and your risk is no larger than anyone else's and the plan is to your liking.

You also have no problem stealing from party members—if you are sure you can get away with it. You make sure that there is someplace else the item could have disappeared to, and you never, ever, get caught carrying the goods.

You are a prominent haggler and polyglot. You never pass up an opportunity to swindle someone out of something. Occasionally you swindle just for practice, not because you want anything. Your ability with languages makes it easier to deal with a greater variety of chumps.

You and Asgorad the Arch-Mage go back a ways. After one of his many big gambling losses, he came to you looking for a little help: 50,000 gold pieces worth of help. He was kind of desperate, as Nunzio the Claw was hot on his trail and very anxious to be paid up. You paid Nunzio for Asgorad on the following conditions: Asgorad must pay you one half of all of his income until he's paid you 60,000 gold pieces, and you get to keep some of his magic items as collateral until the debt is paid off. You enjoy this cozy arrangement and it serves that pompous, self-righteous, conceited parlor-magician right for treating everyone lower in station than him like dung for so many years. You can't mention this pact to anyone though, as it would violate the terms of the agreement and you'd forfeit everything.

AND ALL THE KING'S MEN

By Robert J. Blake, Anita B. Frank, and Rex A. Zinn

Round Four of the GENCON® 19 AD&D® Open Tournament

DM INTRODUCTION

The Pohjolan forces in the nation of Pohjola have been greatly aided in their attempt to overthrow Kalevala by an act committed by two thieves who were originally part of the party. While on a rescue mission to save a comrade being held hostage by the evil forces, these thieves inadvertently opened an evil artifact of great power—the Book of Fate.

Opening the Book set certain events into motion, the least of which was the deaths of the thieves. Each page of the book shows an evil event which is fated to happen. It is only through the intervention of Ukko (a god), via his air maiden Uriel, that the party has been able to gain enough information to try to prevent these disasters from happening, or at least modifying them such that any harmful effects are not catastrophic.

In concert with the serf rebellion, pohjolan assassins have made several attempts on King Gerhardt Fjord's life. He has avoided death so far through his innate clumsiness; he has tripped, or stumbled at the precise moment, foiling the fatal blow. Now, he must attend the annual Awakening of the Great Bear ceremony to maintain his kingship, and there is no way to avoid the danger such public exposure entails.

Crispin, King Fijord's most influential advisor, is a leader in the rebellion and will do everything in his power to keep the party from succeeding in their mission.

In this scenario the players must prevent the assassination of King Gerhardt Fjord. This can only be accomplished by eliminating two groups of assassins and the corrupt advisor, Crispin.

PLAYER INTRODUCTION

The weight of the fate of your world sits heavily upon your shoulders. Why did your late companions have to open the Book of Fate? Why couldn't they have rescued the cleric Borak as planned and left things in the temple alone? Now all three are dead, victims of the horrible evil unleashed upon the world by the two thieves who opened the book. All this runs through your minds as you sit and reflect on the events of the past few weeks, trying hopelessly to rest in the driving snow and hail.

The opening of the Book of Fate precipitated a conflict whose outcome will decide the supremacy of one nation, either yours of Kalevala or your enemy, Pohjola. The first event depicted in the Book was the resurrection of the evil hero Urho, destined to lead the Pohjolan armies. To thwart this, you recovered Mordvin, Urho's sword, from its dwarven guardians, dealt with murderous ice dwarves and a treacherous cleric, and solved the puzzle of the Ice Maze. In the end, Urho was slain with his own weapon, the sword bursting from the evilness of its former master.

The situation worsened as the conflict spread to the outer planes. Dispatched by the god, Ukko, Himself to save his son Sikkar the Rune Reader, and the artifact he guarded (The Black Mirror), you discovered the teleport was wide of the mark and had placed you in the midst of a wintry wilderness. Aided by a mysterious metallic shard, you raced to beat an army of Pohjolan ice dwarves bent on stealing the artifact. Overcoming the many obstacles the dwarves put in your way, you managed to rescue the god's son and the precious relic.

Kalevala is beset on many fronts, the latest a revolt of the serfs fomented by Pohjolan agents. Journeying to the hot-bed of the revolution to rescue Torval, the missing serf leader and the key figure in preventing the conflict, you uncovered layer after layer of treachery, but finally effected his rescue at a lonely tower, guarded not only by warriors, but assassins.

What more can the gods ask of mere mortals? As if in answer, the now all too familiar form of Uriel, air maiden of Ukko, appears before you, with dawn's first light. "You have done well, much better than was expected. There may yet be hope for Kalevala. Look once again into the Book of Fate, for all is not done with the rebellion!" She lifts a hailstone, much larger than the rest, and holds it before you.

Looking into the stone, the veils of time and distance are parted; the scene is before a cave mouth, the site of the annual Awakening Ceremony (when the Great Bear, guardian of Kalevala, is summoned forth from his winter's sleep). Before the cave lies the still body of King Gerhardt Fjord, beloved ruler of Kalevala. King Fjord, who had previously escaped several assassination attempts through his innate clumsiness, is now riddled with darts. Steaming, blood red wine mars the snow, spilled from the ceremonial goblet still clutched in his unmoving hand.

The vision fades as Uriel continues. "Go now and seek out this earthly king, for much hangs from the thread of his life, a thread the still-hidden leaders of the rebels wish to cut. Go quickly now, for time is short. The Awakening Ceremony is tomorrow and all is not as it seems. But be warned, you may not be welcome at the palace!" With that she drifts away with the blowing winds.

ENCOUNTER #1

The mood is as somber and dark as the weather during the three hour march to the castle. Progress has been slow because of Torval's poor condition. It is only with the aid of his staff that he has been able to walk through the falling snow at all.

Bare trees give way to open expanse as the road crests a small hill. Less than 20 minutes away, faintly visible in the swirling snow, lies the castle of King Fjord and hopes of a hot meal.

But all such hopes are driven from the mind by a hideous baying, emanating from the snowy shadows.

The baying is from a pack of six shadow mastiffs, sent by the clerics of Loviatar at Crispin's request. These mastiffs are to prevent the party from bringing Torval to the castle. Their primary purpose is to kill Torval, not the party.

The mastiffs' first attack is the baying which announced their arrival. Any character failing a save vs. Spells (at +1) will drop whatever he has in hand and run away in fear from the sound (back the way he just came) for 2 rounds. Torval makes his save and does not run.

The dogs use their ability to hide in shadows to leap out and attack any character between them and Torval. Attacks are spread throughout the party with no one character losing more than 25% of his hit points.

At the beginning of the third round read the following.

The dark dogs seem to appear from nowhere, striking, then retreating into the shadows. Anticipating the next attack is nearly impossible. With a roaring growl the largest of the dogs launches himself at Torval's throat, but Torval blocks the attack by bringing his staff up to protect himself. There is a hollow crunch as the staff is crushed and split in two in the dog's mighty jaws. Howling in pain, the dog bounds away, half of the staff jammed into the roof of it's mouth.

In the fourth round, all the remaining dogs attack Torval and kill him. The mastiffs then retreat, their mission accomplished.

If the party examines the remaining half of the staff they find it is hollow and contains a torn piece of paper that reads, "Admit this man to my private chamber at any time. C..." Whatever was written on the right half of the page is gone.

This paper is a pass to admit Torval into Crispin's private chambers. It was used by Torval so that he and Crispin could discuss their plans for the rebellion.

If the party casts *speak with dead*, Torval only speaks of his role in organizing the serfs and his personal dream of freedom. He denies that Crispin or any of the king's advisors are traitors.

When the party is ready to proceed, read the following.

The long, arduous journey to the castle of King Gerhardt Fjord is at its end. Just ahead stands the ancestral home of the

kings of Kalevala. Guards armed with sword and pike stand ready on each side of the massive wooden doors.

The party is asked the purpose of their visit, then led inside and told to wait in an antechamber.

After a short wait, a portly man of middle-age, engaged in the final portion of a conversation with a thinner man, opens the doors to the antechamber and enters. "I am Crispin, chief advisor to the king. What is this news of such great importance that it could not wait?"

Crispin meets with the party, discusses whatever the party cares to tell him, expresses his concern, then excuses himself so that he may bring this news to the king. He returns after a half hour and informs the party that they will be granted an audience with the king late that afternoon. They can rest in these chambers and will be fed if they so desire. They can leave the chambers only to go outside the castle.

ENCOUNTER #2

A steward comes to lead your party into the king's meeting chamber. The Great Hall in which the king confers with his advisors is richly furnished. Tapestries depicting the history and past victories of the Fjord line adorn the walls. A roaring fire burns in a fireplace in the center of the hall.

Seated on his throne on a raised dais at the head of a long wooden table is King Gerhardt Fjord. He, Crispin, and his other advisors are carrying on a rather animated discussion, the sounds of their voices ringing throughout the hall. The steward bids you wait near the door until called for by the king.

The king rises from his throne and begins pacing back and forth, gesturing and shouting at his advisors the whole time. The air rings with even louder shouts as a black garbed man appears next to the king in the middle of the dais.

The party is surprised for 5 rounds. During this time the man uses the *wand of illumination* he is carrying to produce a sunburst. Anyone within, or facing, the burst area must save vs. Wand or be blinded for 7 rounds. Any character who has not stated he is doing otherwise is assumed to be looking toward the man.

Everyone (with the exception of Crispin, one guard, the king, and characters as noted) are blinded by the burst. The king stumbles blindly about the dais, tripping and staggering at just the right times to foil the dagger attacks of the would-be assassin.

The party can take whatever action, if any, they wish to stop the assassin. If the party does not kill the assassin in the process of stopping him, the guard who was not blinded, who is also in the employ of Crispin, kills the assassin in a fit of rage.

If the party stopped the attempt, they have time to search the body, as others in the room are stunned into inaction by the unexpected violence. Crispin feigns surprise and shock because he wants the characters to search the body, but he searches the body if the characters don't.

If the party search the assassins' pockets they find sealed papers which give the impression that a warehouse in town is the headquarters of the remaining rebels. These papers are actually a red herring. This entire attempt was arranged by Crispin, who expected it to fail. He had given these papers to the assassin, telling him that they were his next orders, expecting them to be found by the party. The warehouse mentioned in the papers is actually the headquarters of a group of smugglers.

If the party uses *speak with dead*, they find that the assassin did not know who sent him. He only knew that he was to open his sealed orders after killing the king and teleporting away. He was then to report to his superior at the warehouse.

None of the items the assassin was carrying are of any use. The wand is now empty of charges and the ring that the assassin thought carried a second *teleport*, carries nothing more than *Nystul's Magic Aura*.

If the characters recover the paper, Crispin insists on reading it. Upon doing so he exclaims, "Aha! So this is where they're hiding. The clue we've been looking for, come to us almost too late, but there may still be time."

After conferring with the other advisors, Crispin rushes to your side. "You must hurry! Suspicion will fall on those new to the castle and the king's service. If you would aid the king, go now to this warehouse and find the true villains. Time is short, for the king must awaken the Great Bear tomorrow morn. This must be resolved before then. Farewell and good luck."

Crispin ushers the party out of the castle despite any protests they may make. If necessary, guards help him move the party out. He insists that they go to this warehouse and catch the rebels if they wish to prove their loyalty to the king. Under no circumstances does he allow the party to remain in, or re-enter, the castle until this is done.

ENCOUNTER #3

The dilapidated warehouse stands 100 feet away from its nearest neighbor, a tannery. Overlooking the ocean from its perch, high on a stone bluff, the warehouse has a commanding view of the entire area.

Weathered wooden siding does little to enhance the general air of disrepair. Large doors in the west wall, now closed, open onto the street. A smaller door, also closed, is in the north wall.

If the party examines the larger set of doors they find that they are locked (also *wizard locked* and barred from the inside, but that is not readily apparent). The northern door is also locked, but has an exposed lock mechanism. A thief would be able to pick this lock. If an attempt at trap finding is not made before picking the lock, a trip wire is triggered causing a weighted arm, with a sword imbedded in the end, to swing down when the door is opened, striking any person standing in the doorway. This sword thrust causes 10 points of damage.

The skittering sounds of startled rodents and a stuffy, musty odor rush forth as the door is opened. Dust and cobwebs are everywhere, overturned barrels, boxes and empty buckets litter the floor. There are no signs of recent activity.

This entire area is actually a dummy setup intended to confuse anyone entering the warehouse. Only the 20-foot-square area in front of the door has barrels and boxes, dust and cobwebs. The rest is an illusion. A *permanent illusion* has been cast on canvas screens bordering this area, giving the impression of the entire warehouse being filled with nothing but trash and empty boxes. The remainder of the warehouse is very well organized and neat.

Immediately in front of the screens is a seven-foot-wide, 15-foot-deep, L-shaped pit-trap. Any character stepping on the floor plate triggers the trap, falling into the pit and receiving 2d6 points of damage. A separate plate covering each five-foot section of the trap. The sides and bottom of the pit are coated with foul smelling grease making it impossible for anyone in the pit to climb out unaided.

The above ground portion of the warehouse is used for storage of supplies and inexpensive items. Barrels of wine and ale line the walls. Crates filled with cloth, axe handles, and other goods stand in neat rows throughout the warehouse. Moving one of these barrels (noted on the map) reveals the entrance to the lower level. Not all the barrels need be moved until this one is found. It is sufficient for the players to say they are checking the barrels. A wooden ladder leads down into a 10-foot by 10-foot stone room.

Unless some form of trap detection is used and the trap disarmed, a lever is depressed when someone steps on the ladder. This causes the lower door to seal shut. If the barrel was not secured by spiking, *hold portal*, or *wizard lock*, it swings back into place 3 rounds later, trapping anyone who is in the room. At the same time, water begins to flood the room, raising the water level one foot per round.

This trap may be disarmed by characters with a combined strength of 33 lifting up on the ladder, thereby raising the lever. Any number of magical means may be used to escape from this trap, such as *lower water*, *hold portal*, or *knock*.

ENCOUNTER #4A

Exiting through the door of the trapped room reveals the following.

A veritable fortune lies scattered about—furs, jewels, gems and coins overflow chests and boxes. Rare and valuable items are everywhere. Tapestries of silk and golden thread adorn the walls.

Just to the east of a wooden door in the northwest corner of the large room is a large, ornate desk. Papers and an open ledger are strewn over the desk top.

If a thief searches the desk, he finds a key in a secret compartment in the lower left hand drawer. This key unlocks the door hidden behind the tapestries on the southwest wall. The lock on this door is so complex that the chances of picking the lock are −20%. If the first attempt at picking the lock fails, the second thief to make a lock picking attempt succeeds. A *knock* spell works in any event. The visible door is unlocked.

The value of the treasure in this room is approximately 75,000 gp. It is not readily portable.

If the party reads the papers on the desk they find that they are shipping schedules, inventories, and descriptions of the armaments of various ships. They also find a letter stating:

"The activities of these rebels are causing us harm. Many ships are now under heavier guard than before. We must take every opportunity to foil the rebels whenever possible!
(signed) Malekki."

If the party goes back up the way they came, or goes through the concealed door to the tanners, proceed to Encounter #5; if they go through the visible door and proceed down the stairs, read the following.

ENCOUNTER #4B

The dull sound of crashing waves echoes softly through the dank, dark cavern. Cool salt air rushes past as the tunnel winds deeper into the earth. A faint shuffling sound is heard occasionally in the darkness.

From out of the darkness rush several giant crabs, claws snapping as they move to attack.

There are six giant crabs here. The pirates keep them as guardians of the lower entrance to their complex. The crabs are fed items coated with the foul smelling grease from Encounter #3. They attack any character who has fallen into the grease pit in preference to the others. No more than two crabs attack any one character, and they fight until killed or until they are given food (one iron ration per crab, preferably coated with grease). If any of the party members has brought a bucket or container of grease from Encounter #3, it can be used to lure the crabs away from the party by throwing it, or items coated in it, behind the crabs.

Following the tunnel down leads to the sea caves used by the pirates to unload their treasure. There is no one here, nor any booty lying about, but it is apparent that this is an unloading point.

ENCOUNTER #5

If the party is coming from the tunnel from the warehouse read the following; otherwise go to the second player paragraph.

The tunnel winds for about 100 feet, then takes an abrupt turn upward. A wooden trap door is within reach overhead.

A combined strength of 18 is required to open the door because of the amount of skins and furs piled upon it. Once the door is open, the party may freely explore the tannery, but they find nothing exceptional. The smugglers are very careful to leave no evidence of anything unusual as this is their emergency escape route.

Once the party has finished exploring the warehouse and tannery and/or decided to return to town, read the following.

The light of false dawn has begun to brighten the sky during the walk back toward the castle. Traffic has been light—only small groups of visitors coming to witness the Awakening Ceremony, and locals going about their business. Several small groups of travelers have begun to walk in the same general direction as your group.

One family group, husband, wife and young daughter, dressed in their finest traveling cloaks follows about 20 feet behind. A trio of female pilgrims, dressed in heavy woolen cloaks is 30 feet to the left. Up ahead, about 50 feet away, two castle guards head toward your party.

When the party has traveled another 20 feet, the two guards hail the party in a friendly fashion, getting the party's attention while the family group and the pilgrims prepare to attack. The "daughter" is a halfling cleric, while her "parents" and the three pilgrims are swordsmen. They were sent by Crispin to ambush the party, inflict whatever damage they can, then retreat.

The overzealous cleric fails to follow this rule. She attacks the party and fights until killed. Her first action is to cast *dust devil*, trying to catch the largest number of spell casters in the spell's area of effect. This is the signal for the two guards to attack. There is enough loose snow on the road to cause a 30-foot diameter cloud as per the spell description. She manipulates this cloud so as to contain as many spell casters as possible, while essentially dividing the party in half. She does *not* intentionally cause the *dust devil* to contact a demi-human.

She casts *silence, 15'r.* into the midst of the party, followed by *continual darkness* on the eyes of a cavalier if possible; if not, a spell caster will be the target. *Light* will be cast in a similar fashion on a remaining character. This is followed by four *hold person* spells on any available characters. *Command* "run" is cast on the character closest to her.

If forced into combat, she casts *cause paralysis* followed by *cause light wounds*. She then melees using her club.

The two fighters that are with the cleric at the party's rear attack those party members closest to them. They do their best to defend the cleric, taking advantage of any increased vulnerability caused by the cleric's spell casting.

The five fighters (two guards and three pilgrims) at the front of the party move to melee with the party once the *dust devil* appears. All the fighters fight until the cleric is killed, or until four of their number have been slain. When this occurs, the remaining fighters attempt to retreat. Under no circumstances does the cleric retreat; she fights until killed.

If the party searches the cleric's body, they find papers directing this party to meet the others at the Awakening Ceremony.

If any of the attackers are caught and questioned, or if *speak with dead* is cast, the only information they are able to provide is that they were to rendezvous with other groups at the ceremony.

ENCOUNTER #6

Weary from the exertions of the early dawn and sleepless night, you make your way once again to the castle. The guards, especially alert since the assassination attempt against the king, refuse to allow you into the castle. It is not until Crispin is summoned that entrance is finally gained.

As Crispin opens the door into an empty chamber to hear your report privately, a dull thud, followed by an exclamation of pain, is heard from within the room.

Dagger drawn, Crispin leads the way into the chamber, only to find King Fjord sprawled on the floor, his foot caught behind the open door. Rising with a grimace, the king greets your party and exclaims, "Crispin, are these not the braves souls who not only helped crush the rebellion, but saved my life just yesterday? Please, join me and tell me what you have found and how I may thank you."

Crispin had no intention of taking the party to see the king. His plan was to take the party to a place in the castle where they would be out of the way until after the king had departed for the ceremony. It is only by accident that he chose the chamber where the king had stopped to reflect on the events of the coming day. Crispin can do nothing now that the king has granted an audience.

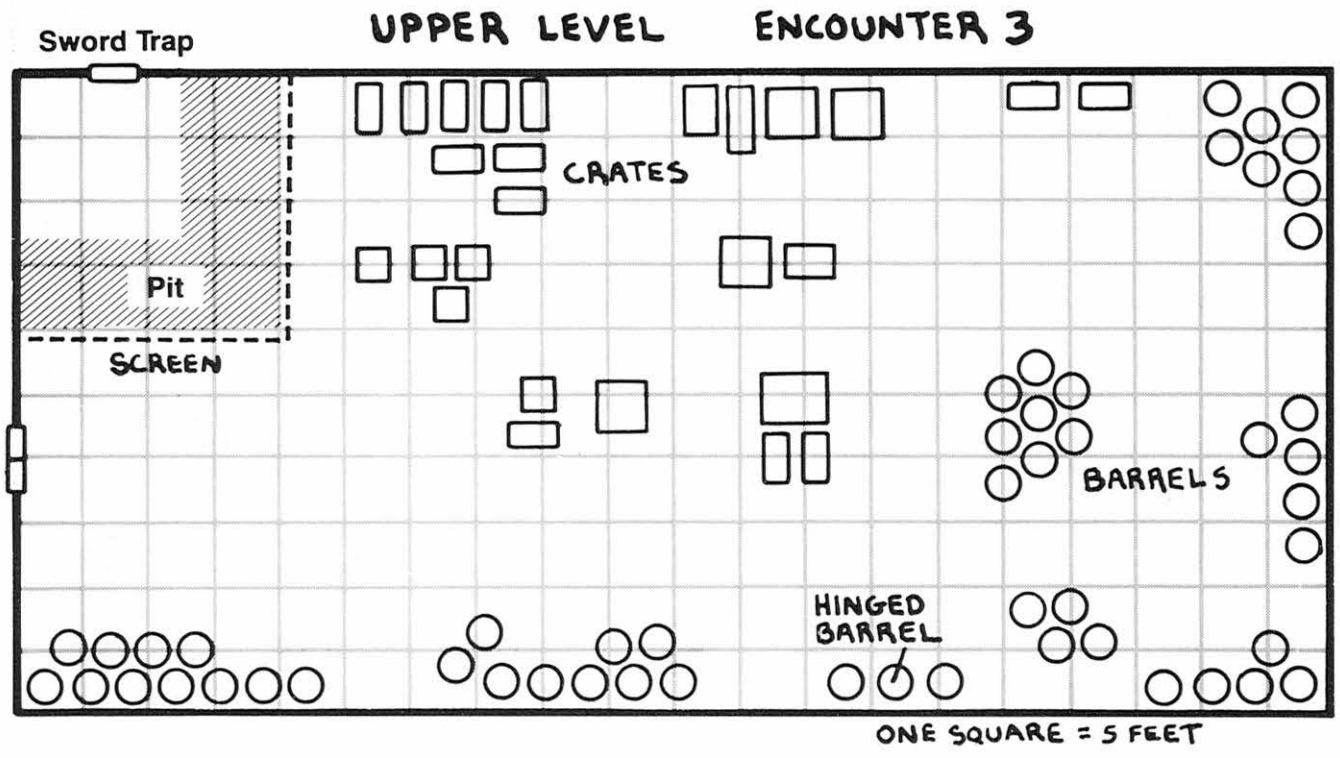
Once the party begins talking to the king and relaying their story, the king has the "brilliant" idea of having the party serve as his honor guard on the way to the Awakening Ceremony. Crispin does his best to discourage this, but not wanting to tip his hand too early, he agrees with the king, then asks to be excused in order to finish preparing for the journey. He then goes to talk to Nikolai, another advisor to the king, and make arrangements for dealing with this meddling party.

If any party members are dead, or unable to travel at this time, the king fills out his party with low level advisors.

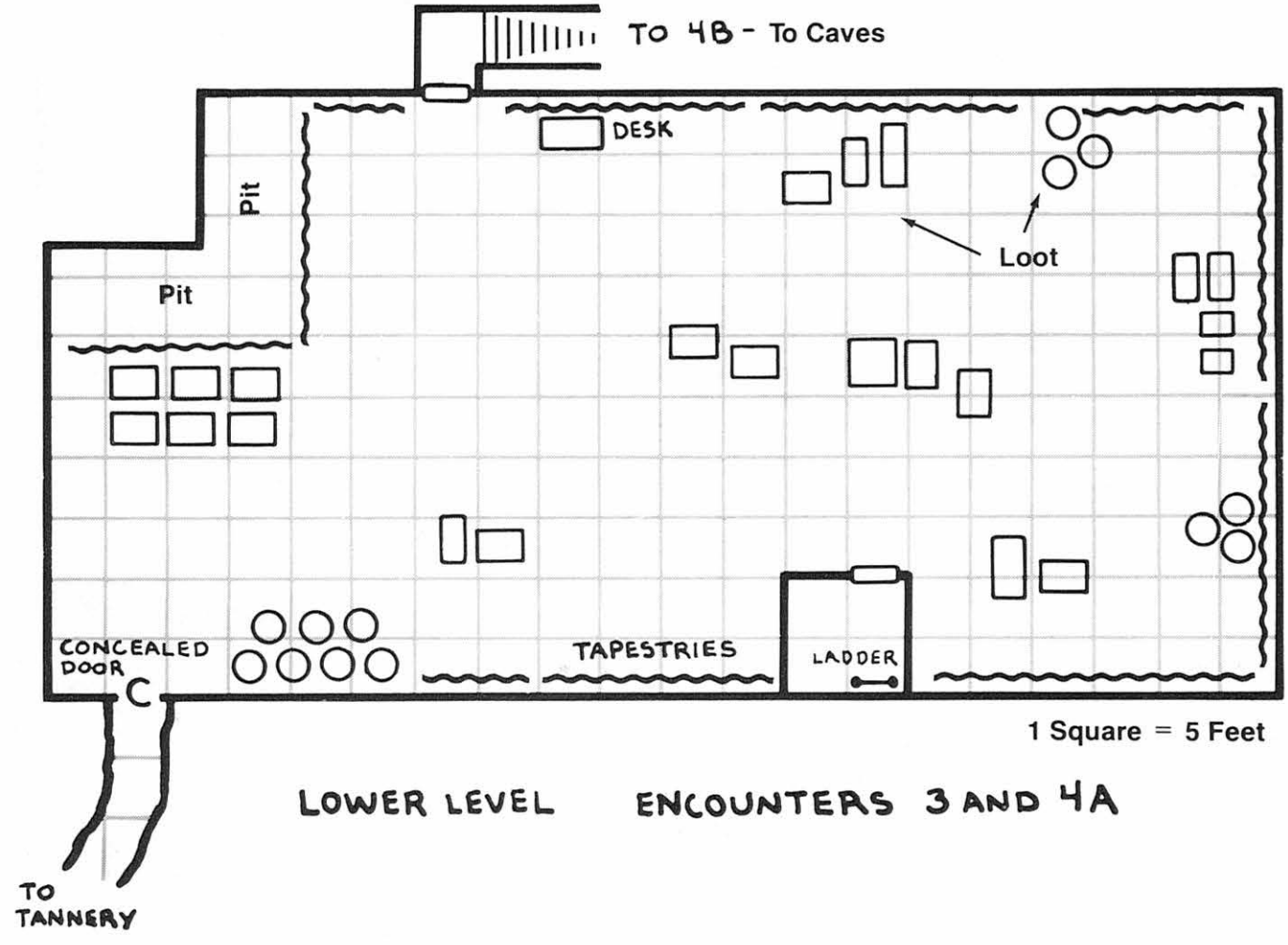
Crispin returns after 10 minutes and reminds the king that all must depart for the ceremony in 30 minutes. He then asks to speak to the king privately. After a brief conference outside the room, Crispin re-enters and tells the party the marching order for the walk to the ceremony.

If the party disagrees with the assigned order, Crispin reminds them that, "this is the order selected personally by his highness." Actually, this order was selected by Crispin and Nikolai in order to leave the king and the party in the most vulnerable formation. King Fjord agreed to this and all other security plans out of his trust for Crispin and Nikolai.

All the King's Men Map 1



All ceiling heights are 10 feet.



As the final preparations are being made, the king confers with Crispin and Nikolai. Eventually, King Gerhardt turns toward the party and announces, "The route has been chosen. While tradition dictates that 12 only must travel to the Cave of the Bear, nothing precludes our sending an advance scout. Nikolai, head of my palace guard, will go ahead to ensure our safety."

Using a scout and not announcing the route he will take to the ceremony site are the only concessions the king has been willing to make to security.

Finnish tradition holds that the king's party is composed of exactly 12 members. It has been decided that in order to provide maximum security for the king, the path he takes to the cave of the bear will not be chosen or announced until the last possible minute. In order to circumvent these precautions, Nikolai has convinced the king to allow him to go ahead of the party to make sure the way is clear. His true intention is to warn a small group of assassins of the king's intended path so they can prepare an ambush.

The morning sun shines brightly upon a light blanket of snow that lays like a shroud upon the land. The path to the cave leads through a lightly wooded hillside, marred only by the tracks of Nikolai's horse in the fresh snow. Pines line the way, as if providing an honor guard for King Fjord and your party. The quiet of this pastoral scene is broken by the shrill cry from the rear of the party.

If the party has stated that they have a character specifically watching their rear, the cry is one of warning; if not, the cry is one of pain. This character is attacked by one of the three assassins waiting here for the party. This back stabbing attack is made by an invisible, 5th level assassin, wearing both a *ring of invisibility* and a *cloak of displacement*. The only thing that can reveal her presence are her footprints, though as everyone is afoot, an extra set of prints in the snow is not that noticeable (hence the lookout must be very specific!). She appears momentarily when attacking, then disappears and moves to engage another opponent. Each time she turns invisible then reappears, the full effect of the cloak's protective abilities are in force (the first attack upon her when she turns visible will miss).

The second assassin (4th lvl), who is wearing *boots of striding and springing* and *bracers of defense* (AC 4), springs into the middle of the party, attempting to attack the king. This attack fails as King Fjord is startled and falls backward in shock. The assassin continues to jump in and out of the party's midst while attacking.

The third assassin (4th level), who is under the influence of a *potion of speed* for 10 rounds, engages the party in melee if need be, but all the while trying to work his way to the king.

King Fjord stumbles, falls, and rolls whenever he tries to stand, thereby avoiding the assassins if the party fails to protect him.

ENCOUNTER #7

It is a shaken, yet fortunate, King Fjord who stands before all those assembled. The stress of the last few weeks, in particular the last two days, has taken its toll. This latest assassination attempt in the woods has unnerved the king greatly. It is only his deep sense of responsibility to his people that allows him to continue.

It is now time when he must proceed through the narrow pass at the base of the Three Hills, to stand in the valley before the mouth of the Cave of the Bear and perform the awakening ritual. Only his advisor, Crispin, can accompany him as far as the pass; the rest of the way he must go alone.

As in seasons past, people from all over the country, indeed from all over the world, have traveled here for the ceremony. Strange garb is in greater evidence than that which is familiar; brightly colored capes stand out among the many furs. Even stranger are the people; pale skinned, red-haired men mingle with men in kilts and nubians carrying peculiar, thin walking sticks. Tall, dark women warriors gather in small groups, all waiting for the king.

The sun is at its zenith. It is time for the ceremony to begin. You have been given a place of honor on a natural stone dais. Crispin fills the ceremonial goblet with wine and hands it to the king. King Fjord must pour an offering for the Great Bear onto the snow, then drink from the goblet.

The crowd pushes against the protective railing around the area, all trying to get a better view as King Fjord begins his solemn march. The nubians stand out at the front of the crowd, heads towering above the others, while holding their walking sticks, watching the king.

As the king and Crispin clear the mouth of the pass, a dull rumble fills the air. A great cloud of dust rises as logs and rocks roll down from the hillside to block the pass, trapping the two men inside. The king turns and moves toward the pile of debris, then stops in full view of all watching, dumbfounded from shock.

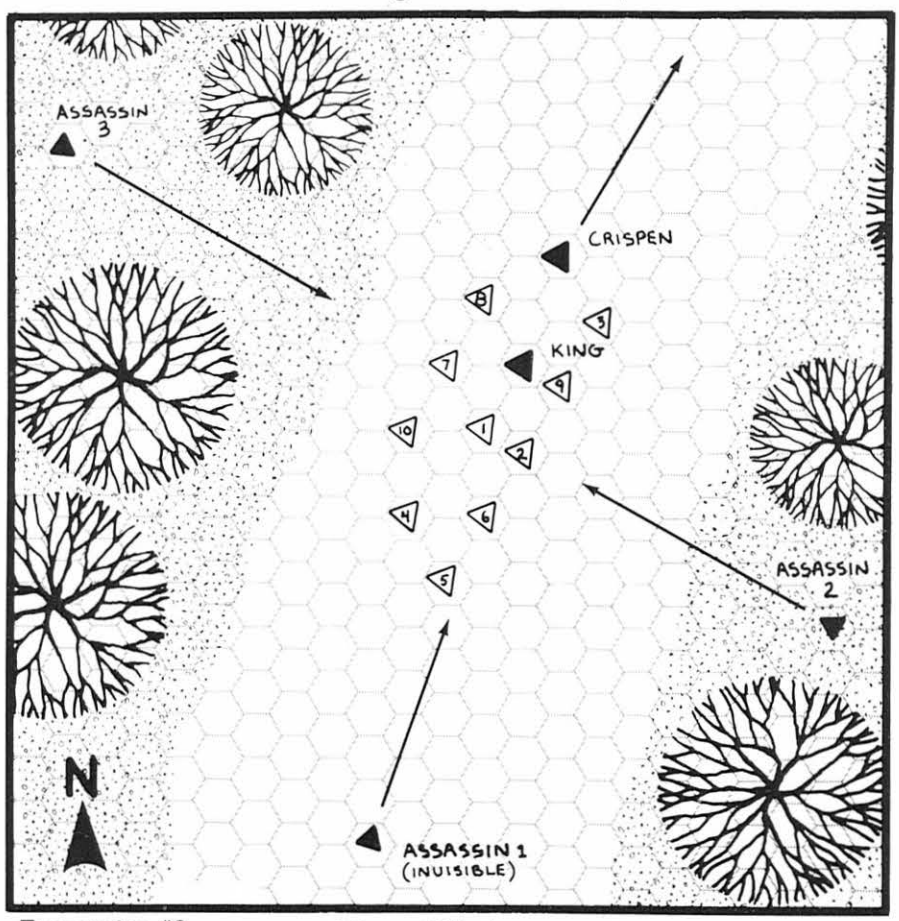
The narrow pass is completely blocked by a loose rubble which fills the gap to a height of 8 feet and a width of 15 feet. The debris is so loosely packed that it will take 2 rounds for a character to scale the side and another two rounds to cross and climb down.

If one of the characters has the *boots of striding and springing* he is able to cross the rubble in one jump.

If the characters look between the crowd and the pass toward the nubians, they see them raise their walking sticks to their mouths and aim them toward the king. These are the three remaining assassins, preparing to use their blowguns to shoot the king with darts. Because of the dust obscuring the king, the first volley misses, after which the nubians continue firing at long range.

The darts are tipped with a type B insinuative poison (onset in 2 rounds, save at +3 or take 25 points of damage). King Fijord

All the King's Men Map 2



Encounter #6 1 Hex = 10 Feet

makes all his saving throws if hit. If the party engages the nubians, the tall men begin to fire at the party, but taking shots at King Fjord whenever possible.

As the last nubian is eliminated, a shout is heard from the hillside. "Die fool, so that we, who were so close to you, may rule!" Nikolai rushes down the hillside toward the king. He was obviously waiting there after triggering the deadfall. With sword drawn, he attacks Gerhardt, forcing him to the ground. As he raises his sword for the killing blow, Crispin stabs him from behind. Nikolai turns toward him, a look of total astonishment on his face, then falls to the ground, dead.

A very anxious Crispin leads the king over the rocks and back to the dais. "Your majesty, perhaps we should calm ourselves before continuing. Indeed, the offering of wine for the Great Bear has been spilled. Allow me to pour you another."

Crispin retrieves the ceremonial goblet from where it has fallen, and with shaking hands fills it with wine from a decanter on the dais. Handing it to the king he says, "Go now and complete that which was begun."

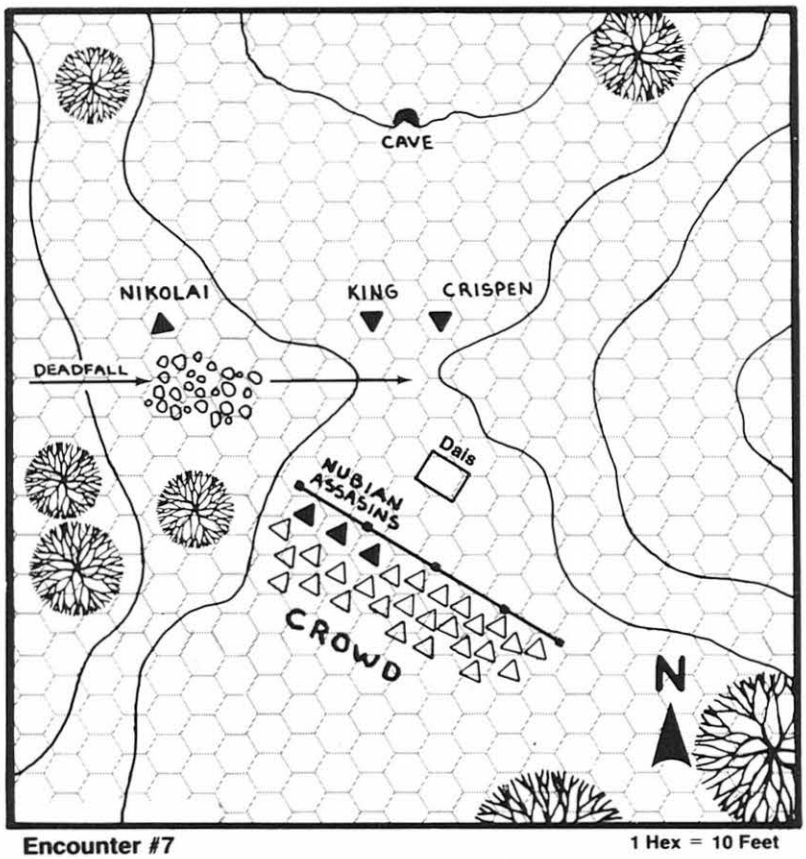
Once again King Fjord proceeds through the pass to stand before the mouth of the cave. He begins the ritual of awakening, praying slowly in a clear, steady voice. Before he makes the offering which he will share with the Bear, he pauses and kneels in silent prayer.

The party can interrupt the ceremony at this point if they choose. If there is no interruption, continue with the following description; otherwise proceed to **THEY FIGURED IT OUT**.

The king rises slowly, looks toward the cave opening and calls out, "Arise Great One! Once more watch over our troubled land." He then pours an offering to the Bear from the goblet, drinks himself, turns toward the crowd, and falls to the ground.

Fjord has been poisoned by Crispin, who is a high ranking member of the rebellion. Crispin killed Nikolai because he was afraid he would reveal Crispin's secret involvement in the rebellion while raving at the king. The poison is instantly fatal.

One or more of the characters can make an attempt to Neutralize Poison which would require a successful save vs. Poison. If that is successful, a character can try a Resurrection/Shock roll at −10%. If that roll is successful, the king is saved. If all the attempts at saving the king fail, the king's brother, a General with the Kalevalan army, steps in to fill the position. The General, Aren, instructs the former king's advisors to bring the body back to the castle to prepare it for burial in one week. Aren is not a particularly effective ruler, but is strong enough to help quell the chaos in the kingdom.



Encounter #7 1 Hex = 10 Feet

THEY FIGURED IT OUT

If the party stops King Fjord from drinking the wine, Crispin cries out and tries to escape. If captured, he does not fight, rather he confesses his involvement in the revolution and begs the king for mercy. King Fjord grants this request by "allowing" Crispin to drink from the goblet.

Fjord then calls for a new goblet and fresh wine to repeat the ceremony.

As the king finishes the ritual, all pause, waiting for the roar which signals that the Great Bear has awakened. The crowd becomes increasingly nervous as several minutes pass with no sound. Finally, they can contain themselves no longer and begin to cry out in fear. For the first time in history the Great Bear has not awakened!

A great silence falls among the crowd as they quietly disperse, uncertain of the consequences of this incredible event, and uncertain of their futures.

Encounters

	Enc #1	Enc #4B	Enc #5	Enc #5	Enc #5	Enc #6	Enc #6	Enc #6	Enc #7
	Shadow Mastiffs	Giant Crabs	Halfling Cleric	Guards	Swordsmen	Assassin #1	Assassin #2	Assassin #3	Nubians
#APP	6	6	1	2	5	1	1	1	3
AC	6	3	8	4	8	8	3	8	8
MV	18"(9")	9"	12"	9"	12"	12"	12"	24"	12"
HD	4	3	6	3	3	5	4	4	3
hp	27 each	19 each	35	19,22	18 each	28	23	19	13,15,17
#AT	1	2	1	1	1	1	1	2	2
THACO	15	16	16	16	16	15	15	15	16
D	1d6 + 2	2d4/2d4	1d6 (club)	1d6 + 2 (brdswd)	1d8 (lngswd)	1d4	1d8	1d8/1d8	1
SV/wand	15	15	13	15	15	12	14	14	14
SV/spell	16	16	14	16	16	13	15	15	15

Halfling Cleric's Spells

Level 1	Level 2	Level 3
command	dust devil	continual darkness
cause lw (x3)	hold person (x4)	cause paralysis (x2)
light	silence, 15'r.	

Assassin #1 is wearing a *ring of invisibility* and a *cloak of displacement*. Assassin #2 is wearing *bracers of defense AC4* and *boots of striding and springing*. Assassin #3 is under the influence of a *potion of speed* for 10 rounds.

THE UNDEAD BOLE

By Robert J. Blake, Anita B. Frank, and Rex A. Zinn

Round Five of the GEN CON® 19 AD&D® Open Tournament

PLAYER INTRODUCTION

Your land of Kalevala is beset on many fronts, the latest a revolt of the serfs fomented by pohjolan agents. Journeying to the hot bed of the revolution to rescue Torval, the missing serf leader, you uncovered layer after layer of treachery, but finally effected his rescue at a lonely tower, guarded not only by warriors but assassins.

The discovery of assassins in Kalevala increased the fear that the nation would be hurled into further turmoil by the loss of its king, and the annual public ceremony to awaken the Great Bear from his winter's sleep would make the king a very vulnerable target. Frantic actions to eliminate the assassin groups prior to the ritual were fruitless, but the several attempts at the ceremony itself were foiled.

If the party saved the king from the poisoned wine, read the following paragraph.

Quick thinking and the realization that treachery extended to the highest levels saved the king from the poisoned cup prepared by Crispin, the king's chief advisor.

With a clap of thunder and a brilliant flash of light, the now familiar figure of Uriel, air maiden of Ukko, stands before you. "Behold the next result of your companions' folly! This, too, shall come to pass unless you stem the tide they so foolishly loosed upon our world!"

The air itself begins to shimmer until finally the image of the Book of Fate appears before you. It now displays a cavern containing a great wooden cauldron, made from the bole of a mighty tree, simmering over a single log. This bole is steeped in a steamy mist, surrounded by undead guardians, yourselves among them.

"There is but a slim chance that this fate may be prevented," intones the air maiden. "You must travel to the Grove of Mielikki to consult with the clerics there. Hopefully they will be able to provide you with the means or information with which the cauldron may be purified to produce life-giving waters. Hurry now, for the events you have seen will have reached their conclusion in seven days! What help I can give, I give you now."

The same flash and wind that heralded her arrival do so for her departure. All that remains are her words ringing in your ears and a small object on the ground.

The object is an empty wooden vial and stopper inscribed with the crested wave symbol of Ahto.

DM INTRODUCTION

In this scenario, drow woodworkers have manufactured a cauldron from a bole of the Great Tree, which has the power to generate undead from any corpse placed within it. The players must capture this item and purify it, using the items given them by Uriel, to allow its use in the cause of Good.

PROPERTIES OF BOLE-UNDEAD

The skeletons, zombies and wights born of the cauldron differ in some respects from their standard undead counterparts. Skeletons have 4 hit dice, zombies have 5 hit dice, and wights have 7 + 3 hit dice, attacking and saving at those levels. Skeletons and zombies have low intelligence, allowing them to react rather than mindlessly following an order. Zombies have limited speech ability, akin to a *magic mouth* spell—they can parrot anything their commander says, up to 25 words.

Bole-undead take the same damage as the normal types (skeletons take half damage from sharp and edged weapons). They take double damage (4d4) from each vial of holy water that hits them. Clerics attempting to turn bole-undead function three levels below their actual level (a 6th level cleric becomes a 3rd level for turning purposes). Use the following table to determine when a bole is turned.

	Actual Level of Cleric						
	1	2	3	4	5	6	7
Bole-skeleton	19	16	13	10	7	4	T
Bole-zombie	20	19	16	13	10	7	T
Bole-wight	—	—	—	20	19	16	10

All bole-undead radiate an unnatural odor which affects animals only, causing them to panic. Horses will buck and try to throw their riders, then retreat unless the rider makes a successful save vs. *breath weapon*.

When killed, or when the bole is purified, bole-undead decay into dust instantly.

In each group of bole-undead, no more than four will be automatically turned. Turned bole-undead return to melee 3 rounds after the original turning.

ADDITIONAL EQUIPMENT TO BE USED

The party will need the black, non-reflective mirror engraved with the closed-eyes symbol of Untamo, obtained from Sikkar the Rune Reader in Round Two. Any character may be delegated to carry this item.

8 light horses: AC 7; MV 24"; HD 2; hp 9 each; #AT 2; THACO 16; D 1d4/1d4

2 medium horses: AC 5 (chain barding); MV 18"; HD 2 + 2; hp 15 each; #AT 3; THACO 16; D 1d6/1d6/1d3

The medium horses are meant for the cavalier and the paladin.

ENCOUNTER #1

A journey of five days has brought you to the outskirts of Turanien's Wood, the heart of which is home to the clerics of Mielikki's grove. The chill of winter is still present in the crisp spring air, evidenced by the clouds of vapor, barely visible in the twilight, that form from your and your mounts' breaths as you climb the last small hill before this fabled forest. Just over the crest of the rise, the forest stands 300 yards in the distance.

The snorting of your mounts precedes a sudden eruption of soil and snow that sends debris flying as cold chills run down your spines. Springing from the earth around you are several zombies, among them Borak and two thieves, the three companions who were lost when the Book was originally opened.

The bole-zombies will have two rounds of surprise during which time the party's former companions begin to call out in unison, "Join us. This is the way to fulfillment of your purpose. Fear not!" At the same time the other creatures move to attack. Consult the table at the end of the scenario for the statistics for 10 bole-zombies.

While the party is distracted, a figure, who appears to be a darkly garbed drow, uses his ability to *shadow walk* to appear 10 feet above the party. He has cast both *levitate* and *minor globe of invulnerability* on himself prior to entering this melee. He is not noticed until after he takes the following action.

The figure, named Malikinen, begins a chant while waving an aspergillium in a ritualistic manner, sprinkling all in a 15-foot radius beneath him with its contents. He contaminates the party with the unholy water, then casts *shadow walk* and returns to his lair in the village of undead halflings. His magic resistance automatically protects him against any spell, as it is imperative he escape. He appears later in Encounter #7.

Malikinen is actually a shade who was a drow magic user/cleric in the service of Loviatar, the goddess of pain. It is through his efforts, under the direction of Loviatar, that the evil forces have been able to warp the wood of the Great Tree of the universe to their evil purpose. He has been warned by Loviatar that a party has been sent to seek aid from Mielikki's clerics. This ambush was set up to prevent the party from gaining that aid.

The aspergillium contains a modified type of unholy water which fills the cauldron made from a bole of the Great Tree. This water detects as magical and only faintly evil if the party checks. The evil aura seems to disappear as the liquid dries, as far as the party members are concerned. In reality, the residue from this dried liquid leaves anything it touches radiating a very strong aura of evil which is undetectable to anyone affected by its magic. This liquid also causes the alignment of those it touches to begin to change to evil after a period of one week. This change is permanent and complete after 14 days unless it is somehow countered by a powerful magic, such as *limited wish*, or water from the Pilgrim's Pool.

The other creatures (including the former party members) are *bole-zombies*. They are under the control of Malikinen and have been ordered to attack the party until they are destroyed. They implore the party to join them, but fight until killed.

These zombies try to circle the party using their innate odor to frighten the horses into throwing their riders. Characters, other than cavaliers, must save vs. Dexterity at −5 (roll 1d20) or be thrown from their horse. While a horse is bucking, its rider is unable to cast any spells or fire any missiles. If a character attempts melee from a bucking horse he must save vs. Dexterity at an additional −5 (cumulative −10).

All characters who have been thrown from their horses are stunned by the fall and unable to take any action other than dodging attacks and have lost initiative for that melee round. Any horse that has thrown its rider can run away.

As long as Malikinen is above the party, Eino will be under constant attack, even if she has killed the zombie that attacked her last.

ENCOUNTER #2

Scrub gives way to a forest of beautiful pines, the warm sun melting the last snows from the boughs. Songbirds fill the air with their joyful melodies as small animals frolic on the forest floor. The Grove of Mielikki must be quite near! As if to confirm that fact, five clerics appear from the brush, blocking further passage. One of the clerics presents her holy symbol and in a commanding voice shouts, "Turn away! Come no further, the sacred grove is closed to such as thee."

This group of clerics serve as guardians of Mielikki's grove and have been observing the approach of the party. They have cast *detect evil* on the party. Detecting an evil aura, and perceiving the party as some of the bole-undead, they are determined not to let them enter the grove. They do not attack unless they are attacked first, but they will bar the party's passage into the grove.

Each cleric presents his or her holy symbol to the party, in turn stating that "Evil cannot enter this holy place. Begone!" Flustered because the party is not turned, the clerics are uncertain enough that it is possible for the party to gain a modicum of trust by convincing the clerics of the characters' good intent (DM: role-play the doubting clerics!), and gain admittance to the grove by divesting themselves of all weaponry and armor, allowing themselves to be bound at the wrists, and escorted into the grove by the clerics, or the lawful characters among them can pledge their word (verified by player request for *know alignment*) that they and their companions will not desecrate the sanctity of the shrine through evil or violence. This is eventually suggested by the leader of the clerics.

Once in the grove, the clerics offer the party a chance to prove themselves by performing a task suggested by the clerics: the party must allow one of their number, Toivo (or Juhani, if Toivo is dead), to be held as a hostage. When this person is safely removed from the group, the party is told to rest for the night and that they will be called for in the morning. A guard is posted and they are told that any attempt to leave their sleeping quarters will cause them to be expelled from the grove.

In the morning they are led to an altar beneath a huge pine before a crystal clear spring. Standing on a huge pile of gems, coins, and magical items, a noose about his neck, is Toivo (or Juhani).

The party is told that this person is greatly evil and must be sacrificed in order for

the rest of the party to be purified. They are also told that they can take all that they see of use on the altar once this is done.

They are then told to "Get on with it! Prove yourselves." Obviously the clerics have no intention of allowing the character to be harmed. They continue this charade only until the party makes a decision as to what to do. If any party member attempts to remove any of the treasure from under the hanging party member to continue the sacrifice or attacks the clerics, the party is judged as evil and banished from the grove by the clerics. They are given a chance to redeem themselves by completing a task that the clerics give them. Proceed to the section *THE TASK*.

All of the party's gear is returned to them when they leave the grove whether or not they pass the test.

Any attacks on the clerics are met with force. The clerics are all 12th level and tolerate no trouble-making on the party's part. *Blade barrier* is cast by two of the clerics. The spell forms a corridor that the party is told they must follow when leaving. If necessary, *flame strike* is cast behind the party to get them moving out of the grove. The only reason the clerics do not try to kill the party outright is that they are puzzled why their attempts at turning failed and are unsure of how to deal with the party. The party is given a chance to redeem themselves by completing a task that the clerics give them. Proceed to the section *THE TASK* in this case.

If the party refuses to participate in this sacrifice and reminds the clerics that they (the clerics) are supposed to be good and this is surely an evil act, the clerics congratulate them on successfully passing the test and offer whatever assistance they can. Any other logical reasons or actions which would prove the party's goodness are acceptable.

The party is then told of the evil aura they have acquired. The clerics explain that it is only because they were told to expect a group of 10 adventurers seeking aid that they allowed them to approach at all.

If the players ask, one of the clerics will *commune* to determine how to remove the aura of evil contracted in Encounter #1. The answer is to bathe in the waters of the Pilgrim's Pool (the next scenario).

The clerics give the characters a rock from the clear spring, inscribed with the crested wave symbol of Ahto, god of the seas and waters, telling them that, "we were told to give this to those seeking our aid" and directions to the village of Sprucedown.

They are also told of a great evil that has grown in the halfling village of Sprucedown, two hours ride to the northwest. Many types of strange undead have been terrorizing the countryside, as have drow raiding parties. One of these parties has been spotted by some of the forest animals, returning from a raid on a village three hours distant. Proceed to Encounter #3.

THE TASK

Read the previous paragraph to the party. As their task of redemption they must eliminate the entire drow patrol. Stress the disbelief the clerics have in the party's goodness. If the party eliminates the drow patrol, the clerics of the Grove will give them the previously mentioned stone. The clerics are covering themselves just in case this really is the appropriate party. Proceed to Encounter #3.

ENCOUNTER #3

> Following the directions given you by the clerics, you soon come to a clearing where the path the drow raiding party is taking joins the path to the northwest, toward Sprucedown. The northwestern fork shows evidence of much traffic. Tracks of many creatures make their way through the moss-covered rocks and boulders in and alongside the path. Felled trees line the base of the gentle slope to the north.

If the ranger examines the tracks, he finds that there has been no traffic on this path for at least a day (the drow have not been by here yet). It is possible for the party to set up an ambush for the drow here. There is plenty of natural cover and enough raw material in the form of rocks and felled trees that they can use to build a deadfall. If the party decides not to wait for the drow, proceed to Encounter #4. If they set an ambush or wait here for more than 1 turn, read the following.

> The stillness of the air of the overcast day is disturbed by the sudden appearance of five drow entering the clearing. They seem to be unconcerned as they walk along. A lumpy, cloth-covered object floats behind one of the drow.

The drow have been on a raid to gather more bodies to reanimate in the cauldron, the bodies being transported on *Tenser's floating disc*. They are unaware of anything amiss in the clearing. It is only the drow ability for silent movement that allowed them to approach undetected.

Consult the tables at the end of the scenario for the statistics for four drow fighters and Kielikan, a drow leader.

If the drow are ambushed, they lose initiative on the round following the ambush. They begin melee with one of the fighters casting *darkness* into the center of the party. Kielikan casts *slow* on the party, trying to catch the largest group of fighters. The fighters then move into the dark area and engage the party, attacking non-slowed characters first. Kielikan then casts *Tasha's uncontrollable hideous laughter* on a spell caster. His next action is to cast *enlarge* on one of the drow fighters. Kielikan then enters melee using a *dagger +1*.

The drow melee until killed except for Kielikan, who offers to trade information for his life. He tells them that the source of the evil is a cauldron kept in Sprucedown. Kielikan does not warn the party of the trapped ferry or about all of the undead in the village. The only information he gives the party is about the cauldron.

If the party examines the bodies in the cart they find that they are all halflings.

ENCOUNTER #4

> The road to Sprucedown is strangely empty, yet the tracks would indicate a large volume of traffic. This lack of people continues until the road comes to a ferry station crossing the rapidly flowing river. Two guards can be seen pacing woodenly back and forth before the log raft in the light of the setting sun.

The guards are zombies, freshly raised by *Turisian*, a female drow. They do not yet exhibit the decay normally associated with their kind. Their instructions are simple: no one who is alive is to pass unless in the company of a drow or bole-undead.

Consult the tables at the end of the scenario for the statistics for two normal zombies.

If the party observes the zombies for more than a few minutes they are able to tell what they are. They may be dispatched quickly without much problem. The purpose of this encounter with the zombies is to lull the party into a false sense of security as far as undead are concerned.

If the drow from Encounter #3 were not eliminated, they attack the party from the rear while the party is in melee with the zombies. Use the attack pattern from Encounter #3.

After the zombies are eliminated, read the following.

> A simple utilitarian raft bobs in the rushing river. A stout line runs across the river and through guide posts on the raft.

The raft is of sufficient size to carry the party but any horses must be left behind. The river is flowing too swiftly for the horses to swim across.

If a thief examines the ferry setup, he notices a second, very fine string running along the length of the rope. Pulling this string, as would happen in pulling the ferry across, causes an alarm to be triggered on the opposite shore, alerting the halfling village. If a thief makes a successful Find Traps roll, he knows that this is a trip wire and should not be pulled. He can carefully move and hold the string away from the rope allowing the raft to be pulled across. *Find Traps* also discovers the string but does not reveal the proper method of dealing with it.

ENCOUNTER #5

The entire village is populated by bole-zombies and bole-skeletons of its original inhabitants. These are under the control of Turisian, and have been given instructions to attack any living being, except drow, that they encounter.

The village consists of a group of 12 simple huts with thatch roofs, lining a central dirt road. Anything of use has been removed from the huts by the drow long ago, nothing but dust and debris remains.

The village may be alerted by sounding the alarm at the ferry crossing, by making much noise, or by casting light spells. If the party has not alerted the village go to Encounter #5A, otherwise go to Encounter #5B.

ENCOUNTER #5A: VILLAGE NOT ALERTED

> The path from the ferry landing leads to a small village consisting of several simple huts. The village itself is dark and

quiet, lit only by the full moon overhead. Small humanoids can be seen in silhouette, moving silently through the streets toward a dimly lit cave mouth.

If the party comes within 20 yards of the cave continue with the following; if they wait or explore the town for two turns, skip to the second paragraph of the player description under Encounter #5B.

Stealthy movement toward the cave reveals an amazing sight; glassy eyed halflings carry bones and bodies into the cave! Exiting from the cave is a group of two halfling skeletons and one zombie which is headed down the road and out of the village. They will pass by you as they leave the village.

If the party tries to hide, read the following; if they move to engage the patrol skip to the second player paragraph.

Consult the tables at the end of the scenario for the statistics for the five patrols encountered here. Each patrol consists of one bole-zombie and two bole-skeletons.

The undead pass by, apparently taking no notice of you. Just as all seems clear, a voice, void of all emotion, calls out, "die!" Another patrol, swords raised, rushes in to attack from behind.

The attacking patrol had been returning toward the cave and saw the party attempting to hide. The original patrol then turns toward the sound and moves to join the melee. They are joined two rounds later by a third patrol coming from behind the huts on the opposite side of the road. Two more patrols join the melee in another two rounds, coming from behind the huts at the other end of the village.

The undead pause momentarily, then proceed to the attack. With the first blow, an empty voice calls out, "die!"

This patrol is joined two rounds later by another two patrols. They come from behind the huts and attack the party's rear. Two more patrols join the melee in another two rounds, coming from behind the huts at the other end of the village.

All five groups of undead attack until destroyed. They try to surround the party and keep them pinned down. With each thrust it takes, each bole-zombie repeats its cry.

It is possible for the party to defeat these attackers without alarming the rest of the village if they do not use any flashy or noisy spells such as *fireball* or *lightning bolt*. If they do attract attention to themselves they are attacked by the rest of the village.

Turned undead retreat into the forest, returning in three rounds.

If the party defeats these groups without undue noise, proceed to Encounter #6A. Otherwise proceed to Encounter #6B.

ENCOUNTER 5B: VILLAGE ALERTED

Consult the tables at the end of the scenario for the denizens of the village—two bole-wights, 14 bole-zombies, and 30 bole-skeletons.

The path from the ferry landing leads to a small village consisting of several simple huts. The village itself is dark and quiet, lit only by the full moon overhead. An eerie silence hangs in the still night air like a cloud. Nothing seems to move through the empty streets. A dim light is visible 20 yards ahead.

As the party moves down the path toward the cave, groups of bole-undead spring out of each hut after the party has passed it. A group of bole-undead also come up behind the party on the ferry path. The net effect is that the party is herded away from the cave mouth.

If the party decides to explore the huts, the undead inside move to attack. The following round, the undead that are following on the ferry path attack the party from the rear. They try to herd the party past the huts, at which time the remaining undead spring from the huts to attack.

The stillness is broken by the appearance of groups of small, humanoid silhouettes swarming out of the thatched huts. This attack is followed shortly by another group of undead coming up the main road.

Each group in a hut consists of two bole-skeletons and one bole-zombie, except for the last hut on the west side which conceals two bole-skeletons and a bole-wight. Consider the undead in the huts as one group, and those on the path as a second group.

Any successful turning attempt causes the turned undead to retreat into the cave, thereby alerting the drow. Once the drow and undead in the cave are alerted, use Encounter #6B and Encounter #7B.

The group approaching from the rear consists of six bole-skeletons, three bole-zombies, and a bole-wight.

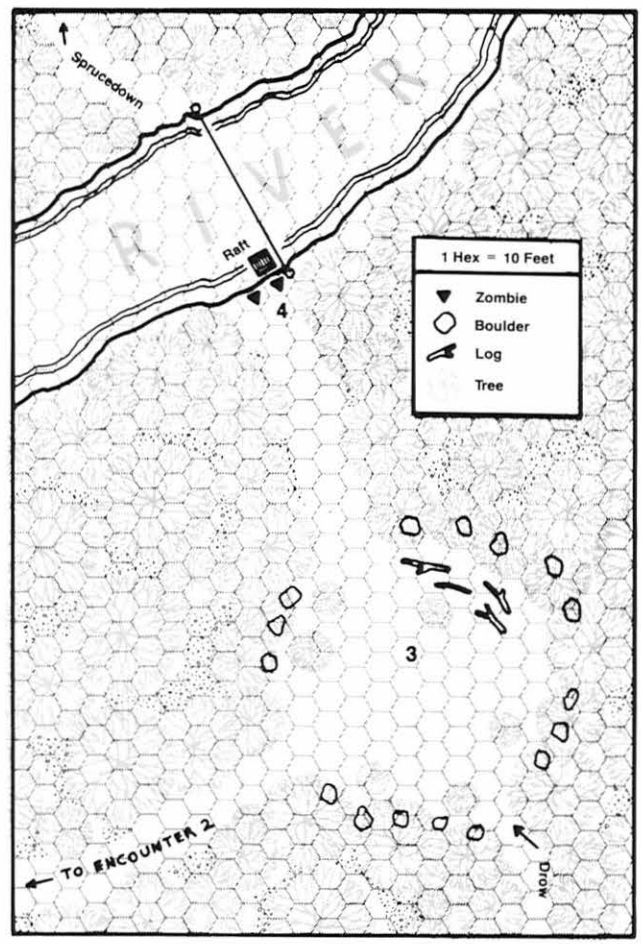
The path to the cave, and then to the cauldron, is a constant battle. The bole-undead try to herd the party away from the cave mouth. The skeletons and zombies strike at the nearest party members, while the two wights attack the clerics.

ENCOUNTER #6

Starting now, keep track of game time in rounds. Each five rounds that pass mean that two bole-zombies and one bole-skeleton have been created and added to the force of undead to be faced in Encounter #7. Every tenth round, a bole-wight is created in place of the zombies. Use the following table:

Table for Undead Generation

Round #	Bole-undead produced
5	2 skeletons, 1 zombie
10	1 wight, 1 skeleton
15	2 skeletons, 1 zombie
20	1 wight, 1 skeleton
25	2 skeletons, 1 zombie
30	1 wight, 1 skeleton



ENCOUNTER #6A: UNDEAD NOT ALERTED

Two bole-wights, one bole-zombie, and two bole-skeletons may be encountered here. Their statistics are listed in the tables at the end of the scenario.

Read this description only if the party is coming from Encounter #5A. Exercising caution and avoiding discovery allows the party to notice that there is constant activity through the mouth of the cave.

> The rising sun seems to lessen the horror of the previous evening. It is only the sight of the constant stream of undead halflings carrying bodies and bones into the cave mouth that serves to bring the reality of the situation to the fore.

A thief (or invisible character) may hide in the abundant shadows all around the approach to the cave mouth and work his way to the entrance. This allows him to see a faint shaft of light which is shining down into the cave 100 feet from the entrance.

Two small undead stand guard just inside the cave, one on either side of the cave mouth. Teams of one zombie and two skeletons enter the cave at regular intervals (every 10 rounds), returning again, empty-handed.

The two guards are bole-wights. They attack anyone trying to enter the cave. One set of undead workers enters melee after five rounds, meleeing with bones and body parts (damage as club). This is followed five rounds later by a group of armed undead leaving the cave. This cycle repeats until the party manages to defeat all undead that are fighting at one time, before another group arrives to join melee.

If any of this group are turned they run into the cave and alert the drow. Use Encounter #7B when the cave is entered.

If the party chooses to work their way around the hill in order to find the source of the light, read the following; otherwise go to Encounter #6C.

> The trail leads to a small opening, partially concealed by a rock slide. A gentle breeze whistles through the rocks bringing forth a foul stench.

This is a better entrance, as the flow of traffic within the corridor branches may be observed without detection, thus allowing time to prepare a plan of attack.

This opening can be enlarged to allow passage of the party. However, if the dwarf or gnome does not examine the rockslide before any attempt is made to remove it, rocks crash into the cave, alerting the undead. Use Encounter #7B.

If proper precautions are taken, the rocks may be removed with no problem. It would then be possible for the party to enter. Proceed to Encounter #6C.

ENCOUNTER #6B: UNDEAD ALERTED

This encounter is an extension of Encounter #5B, a continuing battle to the mouth of the cave. Two more groups of undead (six bole-skeletons and three bole-zombies each) come out of the woods surrounding the village to attack the characters, five rounds apart.

One group of bole-undead, consisting of one bole-zombie and two bole-skeletons, attack the party from inside the cave. The two bole-wights who were standing guard just inside the cave mouth attack the clerics first. If any of this group are turned they run into the cave and alert the drow. Read the following and then go to Encounter #7B.

ENCOUNTER #6C

> The rough-walled cave is about 100 feet long by about 50 feet wide. Dim light is provided by small globes scattered about the cave walls. At the northern end of the cave are two passageways; one heading northeast, the other northwest.

If the party is coming from Encounter #6B, also describe a shaft of light visible through the roof of the cave.

Beginning 40 feet down the left fork are five glyphs of warding (10 points electrical damage each) which can only be detected by magical means. Triggering a glyph alerts the drow in the bole chamber.

The following applies only if the party has come here from Encounter #6A, otherwise proceed to Encounter #7.

A thief would be able to use his climbing abilities (or a character could be lowered by rope or other suitable means) to climb down the shaft and scout ahead. If he does so and waits and watches for at least two turns, he notices that most of the traffic in the cave is down the right fork, while the left is relatively untraveled. Taking this path allows the party to make their way to the bole chamber without combat, however they must avoid the glyphs.

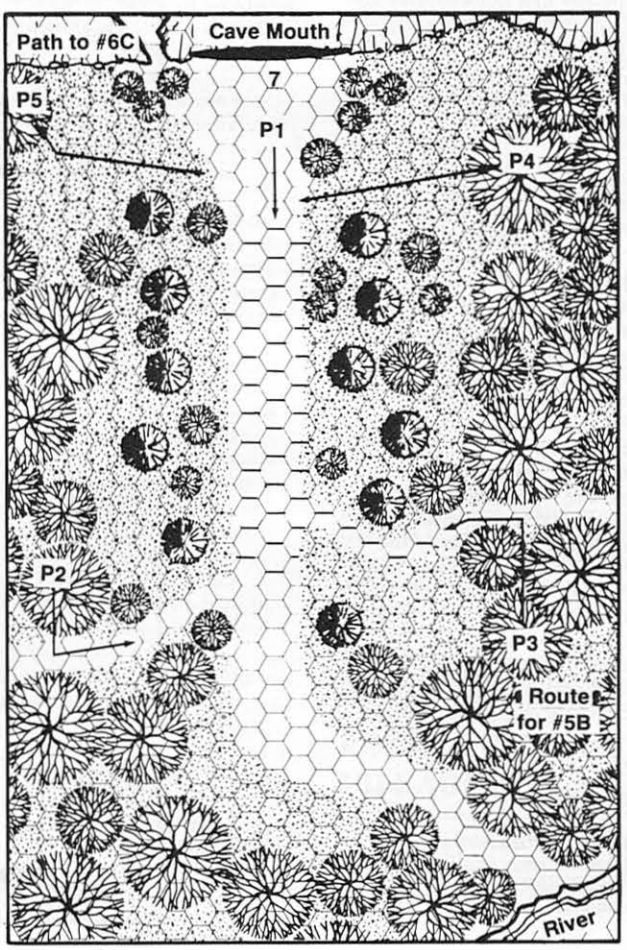
Standing just inside the cave mouth, watching the entrance, are two small figures (bole-wights). There is also an undead patrol (two bole-zombies) which walks up and down both corridors, in a clockwise loop, at regular intervals (every two turns). The undead who are dropping off bodies and returning from the cavern use the east corridor. There is one of these parties in the corridor every five rounds. If the party observes the corridor for a sufficient time *and the undead have not been alerted*, they are able to hear one of the undead in the patrol speak the command word ("Ahkiht") which allows safe passage past the glyph.

If the party encounters the patrol while they are in the corridor, the patrol attacks the party and fights until destroyed. The laborers also fight, however they automatically lose initiative. Any successful turning causes the undead to retreat to the main cavern and warn the drow.

ENCOUNTER #7

Consult the tables at the end of the scenario for statistics for Turisian and Malikinen (drow leaders), two drow fighters, four bole-zombies, and five bole-skeletons, plus any more undead that may have been created to this point.

The main chamber is roughly 50 feet across with a 30-foot-high domed ceiling. A small opening in the center of the southern wall is hidden from the party's view by the



steam from the cauldron in the middle of the room. The cave has shadowy light, giving Malikinen maximum special abilities.

The second chamber is the lair of Malikinen who supervises the activities of the drow.

The bole in the main chamber is from the wood of the Great Tree and is filled with water from the Pilgrim's Pool, twisted to the evil purposes of Pohjola by the god Hiisi. The lone log burning beneath the cauldron is a branch of the Great Tree, magically ignited by Malikinen with the aid of Hiisi, which produces flame without itself being consumed.

If, at any time during this encounter, the party places the stone bearing Ahto's symbol into the bole, all of the undead will instantly decay into dust. Read PURIFYING THE BOLE, then continue the melee.

Check how many rounds have passed and determine the total number of bole-undead that have been created. The bole-wights attack the clerics in preference to other characters.

> Passage through the corridor is relatively easy. All obstacles which could trip the clumsy undead have been cleared from the path. Ahead, a greenish light pulsates from an opening in the rock wall.

If the party has alerted the complex, skip to Encounter #7B; otherwise read the following.

ENCOUNTER #7A: COMPLEX NOT ALERTED

If the party chooses to approach cautiously read the following; otherwise skip to the second player paragraph.

> Looking into the large chamber reveals a strange and horrifying sight. Several skeletons and halflings drag small bodies and bones into the chamber. Three drow labor over a large bole, being heated by a roaring fire which gives off an unnerving green flame from only a single log.
>
> The drow take one of the bodies and lower it slowly into the seething miasma which emanates from the rough-hewn cauldron. Flashes of purple light shoot through the mist as the drow utter incantations in an incomprehensible language. Languorously, the previously inanimate corpse rises from the putrid fluid and climbs down to the chamber floor, taking a sword from the pile there, then awaiting the commands of its masters. This process is repeated several times with bones from a nearby pile; each bone generating a complete skeleton!

While the party watches the complete scenario of undead generation, the drow produce one zombie and two skeletons. Every tenth round the cauldron produces one skeleton and a wight. The first group produced contains a wight. This process takes five rounds to produce undead in this quantity. It is repeated every five rounds until the party intervenes, producing undead in these proportions. The undead thus produced are combat ready and will take up swords from a pile next to the bole and enter combat once it begins.

There are two zombies and two skeletons in the chamber at any given time carrying in the bodies and bones used in their generation. These leave and replacements arrive with new bodies and bones every five rounds. This *does not* include any undead produced while the party watches. In addition to the undead there are three drow, one a female fighter/cleric, the other two male fighters.

If the party attacks the drow or undead, the drow cast *darkness* in the entrance of each of the two tunnels leading into the chamber. They then order the undead to attack the party while the drow continue spell casting.

The male drow first casts violet *fairie fire* on randomly determined characters (four characters per drow). The drow then move into the darkness and melees the party, attacking any character with *fairie fire* first. They use their javelins (coated with poison which renders victim unconscious for 4 rounds (save at −4).

Turisian casts *protection from good* upon herself when the party begins their attack. She next casts *levitate* upon herself and rises to the top of the chamber. Then she casts *silence 15' radius* 15 feet in front of the tunnel entrance the party used to enter the chamber. Her next actions are to attempt to cast two *hold person* spells on spell casters if possible. When the bulk of the party is within range she casts *dust devil*, ordering it to circle the party and create a dust cloud around the party. She has the *dust devil* avoid any demi-humans, but has it attack any other party member if possible. When Malikinen makes his appearance, she drops to the floor and casts *cause paralysis*, then enters melee. This is followed by casting both *cause light wounds*. She then melees using her *mace +3*.

Malikinen enters the fight three rounds after the party's initial attack. He stands just to the west of his private cave. He uses his ability to hide in shadows to avoid being seen (49% chance). Prior to entering combat, Malikinen has cast *minor globe of invulnerability* upon himself. His first action is to create five *shadow images* of himself which gesticulate as if casting spells while moving about the cave. Read the following.

> While the combat rages, another five drow males appear, moving around the bole while gesturing and murmuring softly to themselves.

Malikinen's next action is to cast *Melf's acid arrow* at a fighter or cavalier class character. He then tries to *web* as many characters as possible. This is followed by the casting of *Melf's minute meteor*, the first being used to ignite the web (causing 2d4 damage to webbed characters), the rest being discharged at the rate of one per round until gone. His next action is to cast *grease* underneath a random character engaged in combat. He then casts both *magic missiles* at random characters. Casting the *command* "die" to another random character is next. He then enters melee using a *dagger +1*. Malikinen uses his ability to *shadow walk* to escape if he is reduced to 15 hit points.

ENCOUNTER #7B: COMPLEX ALERTED

> Looking into the large chamber reveals a strange and horrible sight—several skeletons and halflings drag small bodies and bones into the chamber. A large bole, being heated by a roaring fire which gives off an unnerving green flame from only a single log, is steaming in the center of the chamber. As you watch, a dripping skeleton crawls over the lip of the cauldron and drops to the floor, joining the others.

Having been alerted to the party's presence, Malikinen has cast *minor globe of invulnerability* upon himself and is now levitating above the entrance of the west fork leading into the chamber. He is hiding in shadow at this time and has a 49% chance of not being seen by anyone looking up in his direction.

If he has been warned by turned undead, Malikinen has cast *grease* directly in front of the tunnel mouth that the party is using. Otherwise he casts it in front of the west tunnel. This causes the first two characters entering the chamber to slip and fall if they fail a save vs. Petrification. He then waits for the party to enter the chamber before joining the combat any further.

Malikinen has also cast *invisibility* upon Turisian, who is levitating near the ceiling above the entrance of the east fork. When the party has entered the room, Turisian, who has already cast *protection from good* upon herself, casts *silence 15' radius* on the floor in the center of the largest possible group of party members. She then drops down to the floor and casts *dust devil* behind the party. Because of the loose sand on the floor, this creates a cloud which blinds anyone caught inside of it. She has the *dust devil* attempt to herd the party into the chamber.

This is the signal for Malikinen to cast *shadow images*, creating five images of himself surrounding the party and beginning to gesture as if casting spells. While the party's attention is on the dust devil and the shadow images, Malikinen casts *web* on the largest possible group of party members. He then casts *Melf's minute meteor* trying to ignite the web (causing 2d4 points of damage to webbed characters). The balance of the meteors are discharged at random characters, one per round. After the last of the meteors is discharged he uses his ability to *shadow walk* to move out of sight behind the cauldron, west of the entrance to his private cave. He then casts *Melf's acid arrow* at a cavalier or fighter class character. This is followed by both *magic missile* spells at random characters.

The undead have been ordered to attack the party as soon as the dust devil appears, as have the two drow fighters who have been hiding behind the bole. The male drow first casts *darkness* into the midst of the greatest number of characters. They then cast violet *fairie fire* on randomly determined characters (four characters per drow). The male drow then moves into the darkness to melee the party, attacking any character with *fairie fire* first. They use

their javelins (coated with poison which renders victim unconscious (save at −4) for 4 rounds.

Turisian moves to the partial cover of the bole and casts *hold person*, twice if possible, one person per spell, on spell casters. She then casts *command* "die" on a remaining fighter or cavalier type. If she has to enter melee, she tries to cast *cause paralysis* prior to entering melee and makes a fighter or cavalier her primary target. She then melees with her *mace +3*.

Malikinen has moved to the opposite side of the bole from Turisian and casts *Melf's acid arrow* at a fighter or cavalier type. He then casts *charm person* on a magic user, telling him that he must defend Malikinen from these intruders. *Magic missile* spells follow before he joins the melee. Malikinen uses his ability to *shadow walk* to escape if he is reduced to 15 hit points.

Epilogue

The still fuming bole is all that remains in the chamber aside from the bodies littering the floor. Somehow the bole must be cleansed of this evil.

PURIFYING THE BOLE

The party must determine how to purify the bole. The correct solution is to place the stone given them by Mielikki's clerics into the water. If they do not figure this out quickly, Uriel speaks to them in a strangely haunting voice. "You have the means to make all that is evil pure once more. Listen to the urgings of Ahto." When they place the stone in the water, read the following.

A golden mist rises from the bole, bubbling and steaming onto the burning log below. With a near blinding flash the burning log ceases to flame, while the waters of the bole turn crystal clear.

If the party checks the bole, water, and log, all detect as good. All are highly magical in addition. The party should think to take a small sample of this water in the wooden vial given them by Uriel. Any character drinking from this bole is healed of all damage.

	Bole-Skeleton	Bole-Zombie	Bole-Wight	ENC #3 Drow	ENC #4 Zombies	ENC #7 Drow
#APP	..as many as required—see text			4	2	2
AC	7	8	5	3	6	1 or 3
MV	12″	6″	12″	12″	6″	12″
HD	4	5	7+3	4	2	3
hp	26	31	42	22,24,26,28	10 each	18,22
#AT	1	1	1	1 or 2	1	1 or 2
THACO	15	15	1d4	15	16	16
D	1d6 (sht swd)	1d8 (lng swd)	1d4(dgr)	1d8 1d6+1(swd)	1d8+1 (lngswd)	(lngswd+1)
Mag Res	—	—	—	58%	—	56%
Sv/wand	15	13	12	13	16	13
Sv/spell	16	14	13	14	17	14

	ENC #3 KIELIKAN	Spells	NPCs
Cl/Lvl	M6	First	enlarge
AC	1		(grease)
MV	12″		(mag mis)
hp	34		(Tens FD)
#AT	1		
THACO	19	Second	(flam sph)
D	1d3+1 (dgr+1)		Tash UHL
Mag Res	62%	Third	(fireball)
Sv/wand	7		slow
Sv/spell	8		

	ENC #7 TURISIAN	Spells		ENC #7 MALIKINEN	Magic User Spells	
Cl/Lvl	F5/C6	First	command	C2/M8	First	chrm pers
AC	−2 or 0		cause lw	0		grease
MV	12″		cause lw	12″		hold pers
hp	34		prot/good	59		hold pers
#AT	1		fear	1		
THACO	16			1d3+1	Second	invis
D	1d6+4 (mace+3)	Second	anim dead dust dvl	(dgr+1)		Melf's AA web hold pers
S	12		hold pers	11	Third	lghtng blt
I	14		silence	18		Melf's MM
W	18			12		
D	14	Third	paralyze	14	Fourth	mnr globe
Co	11		glyph/ward	13		
Ch	17			12	Clerical Spells	
Mag Res	62%			40%	First	command
Sv/wand	11			9		command
Sv/spell	12			10		

Eliel

7th Level Dwarf Female Fighter

Ability Scores

STR: 17 *+1 hit/+1 dam, + 50#wt, Drs 1-3, BB-LG 13%*
INT: 10
WIS: 9
DEX: 15 *−1 AC bonus*
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 12
COM: 9 *homely*

Description

Age: 58
Height: 4′
Weight: 130#
Hair/Eyes: Black/brown
Alignment: NG
Deity: Ahto

Combat Data

THAC0: 14
AC normal: 1
AC rear: 3
Armor type: *Splint +1 & Shield*
Hit Points: 62

Weapon Proficiencies: falchion (specialist), battle axe, hand axe, dagger
NPP: −2

Mika

6th-Level Male Half-Elf Ranger

Ability Scores

STR: 18/55 *+2hit/+3 dam, +125#wt, Drs 1-4, BB-LG 25%*
INT: 13
WIS: 15 *+1 ST bonus*
DEX: 17 *+2 reactions/missiles, −3 AC bonus*
CON: 14 *SS 88, RES 92*
CHA: 15 *+15% reactions*
COM: 17 *good-looking, +17% reactions, fascinate females WIS 8 or less*

Description

Age: 49
Height: 5′9″
Weight: 135#
Hair/Eyes: Gold/violet
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 16
AC normal: 2
AC rear: 5
Armor type: *Leather +3*
Hit Points: 41
Weapon Proficiencies: Long sword, short bow (specialist)
NPP: −2

Eino

8th-Level Female Human Cleric

Ability Scores

STR: 12 *+ 10#wt, Drs 1-2, BB-LG 4*
INT: 14
WIS: 17 *+3 ST bonus, +2 each L1, L2 spells, +1 L3 spell*
DEX: 13
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 16 *+25% reactions*
COM: 17 *good-looking, +17% reactions, fascinate males WIS 8 or less*

Age: 31
Height: 5′7″
Weight: 130#
Hair/Eyes Blond/green
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 2
AC rear: 4
Armor type: *Chain +2 & Shield +1*
Hit Points: 59

Weapon Proficiencies: mace, hammer, sling
NPP: −3

Saving Throws

Poison, paralysis, death	7
Petrifaction, polymorph	10
Rod, staff, wand	11
Breath Weapon	13
Spells	12

Juhani

Female Human Thief/Magic-User (2/6)

Ability Scores

STR: 10 *Drs 1-2, BB-LG 4%*
INT: 17
WIS: 9
DEX: 16 *+1 reactions/ missiles, −2 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 18 *+35% reactions*
COM: 20 *beautiful, +30% reactions, fascinate males WIS 15 or less, fascinate females WIS 10 or less*

Description

Age: 29
Height: 5′9″
Weight: 130#
Hair/Eyes: Black/brown
Alignment: CN
Deity: Tuoni

Combat Data

THAC0: 19
AC normal: 2
AC rear: 4
Armor type: *Bracers AC 4*
Hit Points: 27

Weapon Proficiencies (as magic-user): staff
NPP: −5
Weapon Proficiencies (as thief): dagger, club
NPP: −3

Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	8

Eemil

7th-Level Elven Male Magic-User

Ability Scores

STR: 9 *Drs 1-2, BB-LG 1%*
INT: 18
WIS: 14
DEX: 14
CON: 17 *+2 hp/die SS 97, RES 98*
CHA: 12
COM: 10 *average*

Description

Age: 280
Height: 5′
Weight: 98#
Hair/Eyes: Silver/black
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 19
AC normal: 7
AC rear: 7
Armor type: *ring of protection +3*
Hit Points: 36

Weapon Proficiencies: dagger, dart
NPP: −5

Saving Throws

Poison, paralysis, death	13
Petrifaction, polymorph	11
Rod, staff, wand	9
Breath Weapon	13
Spells	10

Toivo

7th-Level Male Gnome Thief

Ability Scores

STR: 9 *Drs 1-2, BB-LG 1%*
INT: 10
WIS: 9
DEX: 17 *+2 reaction/missiles, −3 AC bonus*
CON: 9
CHA: 9
COM: 9 *homely*

Description

Age: 90
Height: 3′9″
Weight: 80#
Hair/Eyes: Brown/brown
Alignment: CN
Deity: Tuoni

Combat Data

THAC0: 19
AC normal: 4
AC rear: 7
Armor type: *Leather +1*
Hit Points: 38

Weapon Proficiencies: dagger, short sword, club
NPP: −3

Saving Throws

Poison, paralysis, death	12
Petrifaction, polymorph	11
Rod, staff, wand	12
Breath Weapon	15
Spells	13

*Add +2 race bonus where applicable
*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Languages: common tongue, lawful good
Spells/day: 5 5 4 2

Equipment

Magic Items: *chain +2, shield +1, mace of disruption, potion of fire resistance*
Normal Equipment: spell components, holy symbol, iron rations, leather backpack, waterskin, war hammer, tinderbox, 100sp, 2 small sacks, 15′ rope, sling, 20 bullets, 3 vials holy water, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +3 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Special Abilities: Normal half-elven abilities, +5 to damage vs. giant class creatures, normal ranger tracking abilities. Bow hit at point blank range (up to 30′) inflicts double damage
Languages: Normal Half-Elven Languages

Equipment

Magic Items: *leather +3, long sword +1, 6 arrows +1, periapt of proof against poison +1*
Normal Equipment: short bow, 35gp, spear, 50′ rope, 10′ pole, wine skin, 3 flasks of oil, leather backpack, large sack, silver mirror, club, tinderbox, 20 arrows (quiver), iron rations

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Saving Throws

Poison, paralysis, death	10
Petrification, polymorph	11
Rod, staff, wand	12
Breath Weapon	12
Spells	13

*Add +4 race bonus where applicable
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 2/1
Special Abilities: Normal dwarven abilities
Languages: common tongue, normal dwarven languages

Equipment

Magic Items: *splint +1, ring of water breathing, battle axe +1, potion of heroism*
Normal Equipment: 2 large sacks, 70gp, tinderbox, leather backpack, falchion, 3 hand axes, iron rations, wineskin, small pouch

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Racial & Professional Skills

Attacks: 1/1
Special Skills: Normal gnomish skills
Languages: normal gnome languages

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
65	67	60	65	53	35	79	35

Equipment

Magic Items: *leather +1, dagger +2, potion of climbing, potion of healing, gloves of thievery*
Normal Equipment: short sword, 12 caltrops, small wooden box, 6 daggers, 2 clubs, 6 iron spikes, hammer, leather backpack, 2 large sacks, 50' rope, grappling hook, 50 gp, waterskin, iron rations, tinderbox

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Racial & Professional Skills

Attacks: 1/1
Languages: common tongue
Spells/day: 4 2 2

Thieving Skills

PP	OL	FT	MS	HS	HN	CW	RL
35	34	25	21	15	10	86	—

Equipment

Magic Items: *bracers AC4, wand of fire (10 charges), potion of extra-healing, girdle of many pouches, slippers of kicking*
Normal Equipment: 2 large pouches, leather backpack, 10′ pole, iron rations, staff, waterskin, tinderbox, spell books, spell components, hooded lantern, 5 flasks oil, 10pp, thieves' tools, 4 daggers

Spell Book

Level 1 Spells *(Memorize 4)*

Dancing Lights	*Detect Magic*
Feather Fall	*Hold Portal*
Magic Missile	*Read Magic*
Shield	*Sleep*

Level 2 Spells *(Memorize 2)*

Continual Light	*Detect Invisibility*
Invisibility	*Knock*
Levitate	

Level 3 Spells *(Memorize 2)*

Dispel Magic	*Fireball*
Hold Person	*Hold Person*
Lightning Bolt	

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Racial & Professional Skills

Attacks: 1/1
Languages: common tongue
Spells/day: 4 2 2

Equipment

Magic Items: *ring of protection, +3, Cloak of Elvenkind, Scroll: Otiluke's Freezing Sphere*
Normal Equipment: 6 daggers, 12 iron spikes, waterskin, spell book, leather backpack, 20 darts, spell components, tinderbox, 60gp, silver mirror, iron rations, 2-large pouches

Spell Book

Level 1 Spells *(Memorize 4)*

Dancing Lights	*Detect Magic*
Feather Fall	*Hold Portal*
Magic Missile	*Read Magic*
Shield	*Sleep*

Level 2 Spells *(Memorize 2)*

Continual Light	*Detect Invisibility*
Invisibility	*Knock*
Levitate	

Level 3 Spells *(Memorize 2)*

Dispel Magic	*Fireball*
Hold Person	*Hold Person*
Lightning Bolt	

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Vaino

6th-Level Male Human Paladin

Ability Scores

STR: 16 *+1 dam, + 35#wt, Drs 1-3, BB-LG 10%*
INT: 12
WIS: 16 *+2 ST bonus*
DEX: 15 *−1 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 18 *+35% reactions*
COM: 15 *good-looking, +15% reactions, fascinate females WIS 7 or less*

Age: 38
Height: 6'6"
Weight: 245#
Hair/Eyes: Black/gray
Alignment: LG
Deity: Ukko

Combat Data

THAC0: 16
AC normal: 1
AC rear: 4
Armor type: *Chain +1 & Shield +2*
Hit Points: 42

Weapon Proficiencies: lt. lance (choice), long sword (choice), horsemens's mace (choice), dagger, short sword
NPP: −2

Aleksis

6th-Level Human Male Cleric

Ability Scores

STR: 15 *+ 20#wt, Drs 1-2, BB-LG 7%*
INT: 10
WIS: 14 *+2 L1 spells*
DEX: 11
CON: 17 *+2 hp/die SS 97, RES 99*
CHA: 12
COM: 14 *good-looking, +14% reactions, can fascinate females WIS 7 or less*

Description

Age:
Height: 6'
Weight: 185#
Hair/Eyes: Blonde/blue
Alignment: NG
Deity: Mielikki

Combat Data

THAC0: 18
AC normal: 2
AC rear: 4
Armor type: *Splint & Shield +1*
Hit Points: 62

Weapon Proficiencies: hammer, footmen's mace, staff
NPP: −3

Minna

6th-Level Human Female Cleric

Ability Scores

STR: 15 *+ 20#wt, Drs 1-2, BB-LG 7%*
INT: 9
WIS: 18 *+4 ST bonus, +2 each L1, L2 spells, +1 each L3, L4 spells*
DEX: 15 *−1 AC bonus*
CON: 15 *+1 hp/die SS 91, RES 94*
CHA: 17 *+30% reactions*
COM: 16 *good-looking, +16% reactions, fascinate males WIS 8 or less*

Description

Age: 25
Height: 5'2"
Weight: 105
Hair/Eyes: Blonde/blue
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 18
AC normal: 1
AC rear: 3
Armor type: *Chain +2 & Shield*
Hit Points: 34

Weapon Proficiencies: flail, hammer, staff
NPP: −3

Saving Throws

Poison, paralysis, death	9
Petrification, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Alvar

5th-Level Human Female Cavalier

Ability Scores

STR: 17 *+1 hit/dam, + 50#wt, Drs 1-3, BB-LG 13%*
INT: 10
WIS: 10
DEX: 15 *−1 AC bonus*
CON: 16 *+2 hp/die SS 95, RES 96*
CHA: 14 *+10% reactions*
COM: 19 *beautiful, +28% reactions, fascinate males WIS 14 or less, fascinate females WIS 9 or less*

Description

Age: 39
Height: 5'11"
Weight: 140
Hair/Eyes: Red/hazel
Alignment: LG
Deity: Ilmatar

Combat Data

THAC0: 16
AC normal: 1
AC rear: 3
Armor type: *Plate Mail & Shield*
Hit Points: 65

Weapon Proficiencies: med lance (choice), long sword (choice), horsemen's military pick (choice), horsemen's flail, broad sword
NPP: −3

Players' Background

The adventure you are about to play is set in the Finnish Mythos from the LEGENDS & LORE Tome. A brief overview of the mythos is provided here for the benefit of those players not already familiar with it. All of your characters are assumed to understand it as well, so this should also be considered background material for each PC.

The mythos is based on the continuing battle of two lands, Kalevala (land of good) and Pohjola (land of evil). All Kalevalans know that Pohjola is constantly trying to impose its way of life on all of Finland. As it is, Finland is really two countries, divided more or less equally between the two factions. All your characters are Kalevalans, and reside in the capital city of Kitalla.

Kalevala's protector is a creature called the Great Bear. Each spring the king conducts a ceremony before a cave in the wilderness to awaken the creature from hibernation so it may resume its patrol of the border between Kalevala and Pohjola.

Of a more mystical importance to all of Finland are the Pilgrim's Pool, the Path of Purification, and the Great Tree. The Pool is a place not of any world, a link between the mortal and the immortal. The Path provides a means of understanding and improving oneself spiritually, though the process can prove deadly, even to the most devout. The Tree is an Astral link between the Prime Material Plane and the Outer Planes. Near its top is a shrine. The deity who controls it to a large extent dictates the fortunes of the warring factions of Finland. Needless to say, control of the Tree's shrine is often a bone of contention among Finland's deities.

The following is the common knowledge each PC has about the others.

ELIEL once met the Water Dwarf, a servant of the deity Ahto. She has become quite smitten with him and know makes her home in a cave near the sea in order to honor him. She has frequently adventured with Mika, and they are very close friends. Eliel went adventuring with Toivo in her younger days. They are still friends, though not as close as they used to be.

MIKA is the son of Eemil's sister, and he likes his uncle very much. He is also very close to Eliel, even though he cannot understand her obsession with the Water Dwarf. Being a ranger and worshiping Mielikki, he dislikes anything or anyone that would do harm to forests or forest creatures.

EINO and Juhani are half-sisters. Her father was slain and she and her mother were abducted by marauding bandits when Eino was two years old. Eino eventually escaped, but her mother did not. Effectively orphaned, she was reared by clerics of Ukko, and became one herself. Eino and Juhani have just recently been reunited. Eino is married to the valiant paladin Vaino, and enjoys a close relationship with her husband.

JUHANI is Eino's half-sister, the issue of their mother and the bandit chieftain who abducted her. Juhani's only family, until recently, has been Toivo, a kindly gnome who took the infant Juhani into his care and instructed her as best he could. A few months ago the two journeyed to Kittala, where the half-sisters were reunited.

EEMIL's sister (Mika's mother) insisted that he keep a watch over her son. He does this, even though the boy is fully capable of taking care of himself.

TOIVO was a member of the raiding band that abducted Juhani's mother. Seeing that the young Juhani was considered a slave (even though the daughter of the bandit chief), Toivo took her into his care (his own ideas about personal freedom obviously weighing heavily in this decision) and trained her in the ways of thievery. Later, when she exhibited an aptitude for magic, he did not dissuade her; in fact, he encouraged her to pursue her talent. Toivo and Eliel adventured together in their younger days and were close friends. Eliel's infatuation with the Water Dwarf has caused the two to drift apart.

VAINO is wedded to Eino. He is a poor paladin, sworn to poverty and the service of Ukko, but a good husband. He often advises Alvar about her profession and her life.

ALEKSIS is a divout cleric who sees his service to his deity, Mielikki, as more important than adventure. He has, however, infrequently adventured with Mika and Eliel whenever his clerical duties have allowed. He feels especially close to Mika through their shared faith and love of the forest and its creatures.

MINNA and Alvar are sisters, cousins to Vaino. Minna gets along well with her sister and admires Vaino very much. She is altogether too proper a lady to allow her admiration to develop into anything serious. Minna wears a magic girdle that gives an indication of her general state of health and helps to heal her wounds.

ALVAR is Minna's sister. Like Vaino, she has taken a vow of poverty. Vaino is her mentor in many ways, he provides her with guidance about her profession and her way of life. Their relationship is strictly business, however.

Saving Throws

Poison, paralysis, death	9
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	15
Spells	14

*Add +1 Wisdom bonus where applicable

Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 2
Languages: Common tongue, neutral good

Equipment

Magic Items: *shield +1, staff-mace, dust of appearance (x2)*
Normal Equipment: splint mail, iron rations, leather backpack, 2 flasks of oil, holy symbol, quarter staff, 6 torches, 2 vials of holy water, 2 war hammers, small pouch, 40sp, waterskin, tinderbox, spell, components

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Saving Throws

Poison, paralysis, death	11
Petrifaction, polymorph	12
Rod, staff, wand	13
Breath Weapon	13
Spells	14

*Add +2 vs illusions
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1
Special Abilities: Detect evil up to 6", immune to disease, affect undead as a 3rd level cleric, heal 10 points of damage once a day, cure disease once per week, protection from evil 10'r. immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points
Languages: Common tongue, lawful good, elf

Equipment

Magic Items: *chain +1, shield +2, long sword +1 flametongue*
Normal Equipment: long sword, horseman's mace, light lance, 2 vials of holy water, holy symbol, tinder box, iron rations, large pouch, 2 cp, 6 torches

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Saving Throws

Poison, paralysis, death	11
Petrification, polymorph	12
Rod, staff, wand	13
Breath weapon	13
Spells	14

*Add +2 .vs Illusions
*Add +1 Dexterity bonus where applicable

Racial & Professional Skills

Attacks: 3/2 or 1/1
Special Abilities: Immune to fear, radiate protection from fear aura in 1" radius, 90% resistant to mind affecting magic (sleep, charm, hold, etc.), 90% unlikely to be thrown from mount, 90% unlikely to take damage if thrown, weapon and shield parry, can function at negative hit points
Languages: common tongue

Equipment

Magic Items: *military pick +1, chime of interruption, potion of super-heroism (4 levels/20 hit points for 8 rounds)*
Normal Equipment: plate mail, shield, long sword, 2 large pouches, tinder box, 6 torches, wine skin, 2 iron rations, medium lance

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Racial & Professional Skills

Attacks: 1/1
Spells/day: 5 5 3
Languages: common tongue

Equipment

Magic Items: *chain +2, staff of withering (21 charges, hammer +1, girdle of Ilmatar*, boots of the north*

*The *Girdle of Ilmatar* indicates the wearer's health by appearing bright silver when worn by a healthy person, or varied shades of tarnish extending to black depending on how grievously injured or sick the wearer becomes. The girdle has the added ability of restoring 3 hit points per day to the wearer, provided he is damaged but still alive.
Normal Equipment: holy symbol, spell components, 3 candles, 5 hammers, leather backpack, 6 torches, 3 vials of holy water, 60gp

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The Critical Hit

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WHO YA GONNA CALL? GHOSTBUSTERS™!

by Errol Farstad

SOMETHING NEW

I have received a suggestion that it might be a good idea to inform fellow members of how deadly a particular game may be. Players should know if one good (or bad) hit can kill a character. So be it.

Therefore, I hereby create the *DEADLINESS FACTOR*. It is based on a scale of 1 to 10, with a 1 being a very non-deadly game, and 10 being a game so deadly that you die if you sneeze. Several ideas comprise the Deadliness Factor, such as, how easy is it to get killed? Are there ways to avoid a quick death? Are there items to help characters survive?

Most role-playing games such as the AD&D® game and STAR TREK®[1] fall into the 4-7 category, with just enough deadliness to make it interesting. After all, it's not fun if there's no challenge. Here are some examples of either end of the scale:

TOON™[2] is rated a 1 Deadliness Factor. You can't die in the game. On the other end, games like PARANOIA™[3] and TWILIGHT:2000™[4] rate between an 8 and a 9. The AD&D® game rates about a 7, STAR TREK® rates about a 6, and PENDRAGON™[4] rates about an 8.

The GHOSTBUSTERS™ Game

Do you have...

A free-floating vapor in your microwave?

A half-torso apparition in your Porsche 944?

No problem! We treat your ghost to proton pack toast!

So goes part of the GHOSTBUSTERS™ Code. GHOSTBUSTERS™, a relatively new role-playing game published by the creators of PARANOIA™, West End Games, is $16.95.

As I've mentioned before, games based on movies and television tend to fall short of the original "flavor," but GHOSTBUSTERS™ does a very good job at maintaining the originality that was a strong part of the movie.

PACKAGING

The only way you can miss the black box with the familiar logo is if you wear dark glasses and keep your eyes closed.

Inside the box is an Operations Manual (for the, *ahem*, Ghost Master), a Training Manual (for players), six blank GHOSTBUSTERS™ I.D. cards, 41 equipment cards, several reference files containing the last will and testament for a GHOSTBUSTER™, contracts and damage release forms, five small six-sided dice, and one larger six-sided die with a ghost where the six dots should be.

The artwork is pretty good, combining artistic caricatures of the various famous characters with stills from the movie.

RULES AND EXPLANATIONS

The game can be set in your home town or any large city near you. All you need is a map of said city, and a familiarity of the local landmarks, and you're set! Or if you prefer, you can base the game from the Big Apple, New York City, where the GHOSTBUSTERS™ originally set out (unless you already live there, that is).

You also have the choice of playing either one of the well-known characters from the movie or creating your own—a process easier than PARANOIA™!

Each character is assigned four traits: Brains, Muscles, Moves, and Cool. One talent is assigned for each. For example, a Brawling talent is one of the talents that can be assigned to the Muscles trait. There are a number of suggested talents for each trait, but players are encouraged to create their own to add a little spice to the game.

The numbers assigned to traits and talents indicate how many dice are used to resolve the action versus a difficulty number assigned by the GM. The GHOSTBUSTER™ must roll that difficulty number or higher to be successful. If the GHOSTBUSTER™ wants better odds, he may expend Brownie Points at the rate of one extra die for each Brownie Point expended. A character's trait may also be improved by one point by expending 30 or more Brownie Points.

For example, let's say that Bill the GHOSTBUSTER™ is in a big hurry to get from GHOSTBUSTERS™ HQ to the home of a little old lady plagued by some form of ghost. Driving is a Brains trait. (Talent only comes into play if his talent is race car driving. It isn't.) Bill's Brains is a 6, and the traffic is heavy, but not rush-hour, and the lady is on the other side of town (pick a large city, any large city). The GM rates this as a hard job, giving it a difficulty of 20, since Bill is in a hurry. Bill must then roll 20 or better on six six-sided dice. Odds are not good for our GHOSTBUSTER™. However, should Bill desire to drive at a normal rate of speed, no problem. No check need be made.

Also, each GHOSTBUSTER™ has a goal, be it wealth, serving humanity, fame, or science. It gives reason for a GHOSTBUSTER™ to be a GHOSTBUSTER™.

There are no hit points in this game. Instead, Brownie Points are awarded or deducted and can be used as hit points or as a means to help your character get out of sticky situations. It is very difficult to die in the course of an adventure unless your character does something so utterly moronic that he deserves death.

The rules are well-written and everything is explained fairly and clearly. The Operations Manual contains three ready-to-run adventures, plus basic outlines for 21 more.

There are a couple of adventure modules out. The first is called *Ghost Toasties*, the second, *Hot Rods of the Gods*.

DEGREE OF DIFFICULTY

The GM should have some experience before running the game, but the players really need none. It is possible, however, for a novice GM to run the game if he or she has seen the movie.

MISCELLANEOUS

Most of you know that one of my pet peeves is a proper (or at least organized) index. Sadly, Ghostbusters is lacking in that area. There isn't even a Table of Contents in the Training Manual. There is one in the Operations Manual, but no index. Perhaps the creators at West End Games felt it was unnecessary, but I think it hurts them if they do not at least make the attempt.

'Til next issue, fellow members, may your dice roll in your favor!

Final Ratings

GHOSTBUSTERS™ Role-Playing Game	
Packaging	★★★★
Rules and Explanations	★★★★
Miscellaneous	★★★
Overall	★★★1/2
Degree of Difficulty	2
Deadliness Factor	4

1. ©1966, 1983 Paramount Pictures Corporation. Manufactured by FASA Corporation under exclusive license from Paramount Pictures Corporation.
2. ©1985 Steve Jackson Games.
3. ©1984 Game Designer's Workshop.
4. ©1985 Chaosium Inc.

Convention Announcements

OCTOBER FANTASY REVEL
October 31-November 1

Come to the Paradise Village Inn in West Bend including AD&D® game Feature and Masters tournaments and Chill, Call of Cthula Hill and MechWarrior tournaments. The convention also will host a Saturday evening Halloween party and raw liver toss. Costumes are encouraged. Special guest: Jean Rabe. Other activities include several role-playing and board games. The gaming hall will open the evening of Oct. 30. Pre-registration is $5 a day or $10 for the weekend. On-site registration is $6 and $12. Admission to the Halloween party is $6. All RPGA™ members can receive a $2 discount on registration costs. For more information contact Keith Polster, 1812 West Morgan Drive, Apt. 6, West Bend, WI., 53095 For hotel reservations, call 414-334-2256, and mention you are a gamer to receive a room discount.

SAN DIEGO GAMING CONVENTION
November 6-8

This three-day gaming convention will be held at the exquisite Hotel San Diego, 339 West Broadway Street in San Diego, Calif. Events will include a wide variety of role-playing, board, and miniatures game tournaments, along with a large dealers' room and a host of open games. Registration is $15 until October 30, or $20 at the door. Special two-day and one-day registration fees are available at the door. Write to: SAN DIEGO GAMING CONVENTION, P.O. Box 881424, San Diego CA 92108; or call: (619) 569-1685 between 8 A.M. and 5 P.M.

ROCK-CON XIV
November 7-8

This year's ROCK-CON gaming convention will be held at the Wagon Wheel Resort in Rockton, Ill. Special guests include Gary Gygax, Jim Ward, Tom Wham, and Lou Zocchi. Special features will include over 60 different gaming events, along with a dealers' room with over 40 exhibitors. Other events include a miniatures painting contest (prizes awarded) and various miniatures competitions. Admission for both days is $5, with no additional gaming fees. Convention hours are 10 A.M. to midnight Saturday and 10 A.M. to 5 P.M. on Sunday. Write to: ROCK-CON XIV Information or Game Scheduling, 14225O Hansberry Road, Rockton IL 61072. Please make all checks payable to Black Hawk Distributors.

XANADU IV
November 13-15

This science fiction convention will be held at the Ramada Inn on Music Valley Drive in Nashville, Tenn. Poul Anderson will be guest of honor. A small number of RPGA™ Network tournaments will be featured, along with a few events sponsored by D.A.G.R. Memberships are $15 until October 1; $20 thereafter. Write to: William Tracy, c/o XANADU SF Con, P.O. Box 23281, Nashville TN 37202-3281.

PENTACON III
November 14

This one-day gaming convention will be held at the Whistler Ballroom and Grand Wayne Gallery in the Grand Wayne Center located at 120 W. Jefferson in Fort Wayne, Ind. An RPGA™ Network AD&D® tournament is featured, along with other AD&D® tournaments, miniatures battles, fantasy and science fiction role-playing games, a flea market, a miniatures painting contest, and the awarding of door prizes. A dealers' and manufacturers' room are also available. This convention runs from 9 A.M. to midnight. Write to: NIGA/PENTACON, P.O. Box 11133, Fort Wayne IN 46856; or call: Michael Durant at (219) 422-9964.

NOVOCON 3-D
November 21

This one-day gaming event, which is sponsored by the Ohio Gaming Association, will be held from 10 A.M. to midnight at the University of Akron in Akron, Ohio. Numerous role-playing games and miniatures competitions will be sponsored, along with an auction, a dealers' room, and various other activities. Membership fees are $5 for the day, with no additional event fees. Write to: NEO-GS, Box 412, Cuyahoga Falls OH 44222.

DALLAS FANTASY FAIR
November 27-29

Sponsored by Bulldog Productions, this comic book, science fiction, and film supershow takes place at the Marriott Park Central, 7750 I-635 at Hwy 45, in Dallas, Tex. Guests include Carole Nelson Douglas, Steve Erwin, Kerry Gammill, and many others. Other features include a huge dealers' room, a professional art show, an art contest, an art auction, video rooms, a masquerade, numerous workshops, previews of upcoming motion pictures, and a variety of gaming events and open gaming competition. Tickets for this event are $20 through November 1 and $25 thereafter. Write to: Bulldog Productions, P.O. Box 820488, Dallas TX 75382; or call: (214) 349-3367.

DRAGONMEET BALTIMORE
November 27-29

Sponsored by Games Workshop U.S., this science fiction and fantasy gaming convention will be held at the Marriott Inner Harbor Hotel in Baltimore, Md. Events include all types of games, with an extensive miniatures gaming schedule taking place over the length of this three-day affair. Gaming events are sponsored around the clock, with a program of films and videos showing concurrently. A miniatures painting workshop is also held at no additional expense to registrants. This workshop features artists spotlighted in the "Tabletop Heroes" section of *White Dwarf* magazine. Registration for this event is $20. One-day registration is $7.50 at the door. Write to: Timothy D. Olsen, Games Workshop, 231 Park Avenue, Baltimore MD 21201; or call: (301) 752-1493.

PELI-CON '87
November 27-29

This convention will be the first comics and gaming convention sponsored in the New Orleans area. Held at the Clarion Hotel on historic Canal Street in Downtown New Orleans, PELI-CON '87 will take place just blocks away from the ever-popular French Quarter. Guest artists from several comic book publishers will be present for panel discussions and autograph sessions. Other guests will include Ned Dameron, George Alec Effinger, Pat Adkins, David "Zeb" Cook, Mike Curtis, and Kirk Alyn. Game events featured include an AD&D® game tournament, an AD&D game trivia contest, Pente, BATTLESYSTEM™ game, and BATTLETECH® game competitions, and a variety of miniatures, board, and role-playing games. Prizes will be awarded for most events. Other features include a film and video room, a dealers' room, and a 24-hour gaming room. Registration fees for the weekend are $12 until October 1. Write to: PELI-CON '87 Convention Committee, 5200 Conti Street, New Orleans LA 70124.

TROPICON VI
December 4-6

This science fiction convention will be held at the Holiday Inn Oceanside in Ft. Lauderdale, Fla. Guests of honor include George R.R. Martin and Gail Bennett. Panels, movies, trivia, videos, filksinging, and gaming are featured. Registration is $12 until Oct. 31, and $15 thereafter. Tickets for the banquet are $19 if purchased before Nov. 30. Write to: SFSFS Secretary, P.O. Box 70143, Ft. Lauderdale FL 33307.

UNIVERSE 88
January 1-3, 1988

This game convention will be held at the Airport Hilton and Towers in Los Angeles, Calif. Featured events will include over 150 game tournaments (fantasy role-playing games, board games, war games, and family games), an exhibition room, films, seminars, and more. There will also be a full program of science fiction and fantasy events. Admission is $19.50 until December 5, and $25 at the door. Write to: UNIVERSE 88, Dept. D, P.O. Box 2577, Anaheim CA 92804; or call: (213) 867-4140.

CHIMERACON V
January 29-31, 1988

This science fiction and fantasy convention will be held at the University of North Carolina campus in Chapel Hill, N.C. Guests of honor include Nancy Springer, Hugo and Nebula Awards winner Orson Scott Card, Colleen Doran, Allen Wold, Lisa Cantrell, and Mark van Name. Events include a costume workshop and contest (costumed guests receive $1 off admission for Saturday registration), an Outer Limits Cantina Variety Show, filksinging, gaming, panels, and more. Admission prices are $6 per day, $11 for two days, and $15 for all three days. Preregistration for all three days is $12.50. Write to: 15-A University Gardens, Chapel Hill NC 27514; or call: (919) 933-3003.

GENGHIS CON IX
February 12-14, 1988

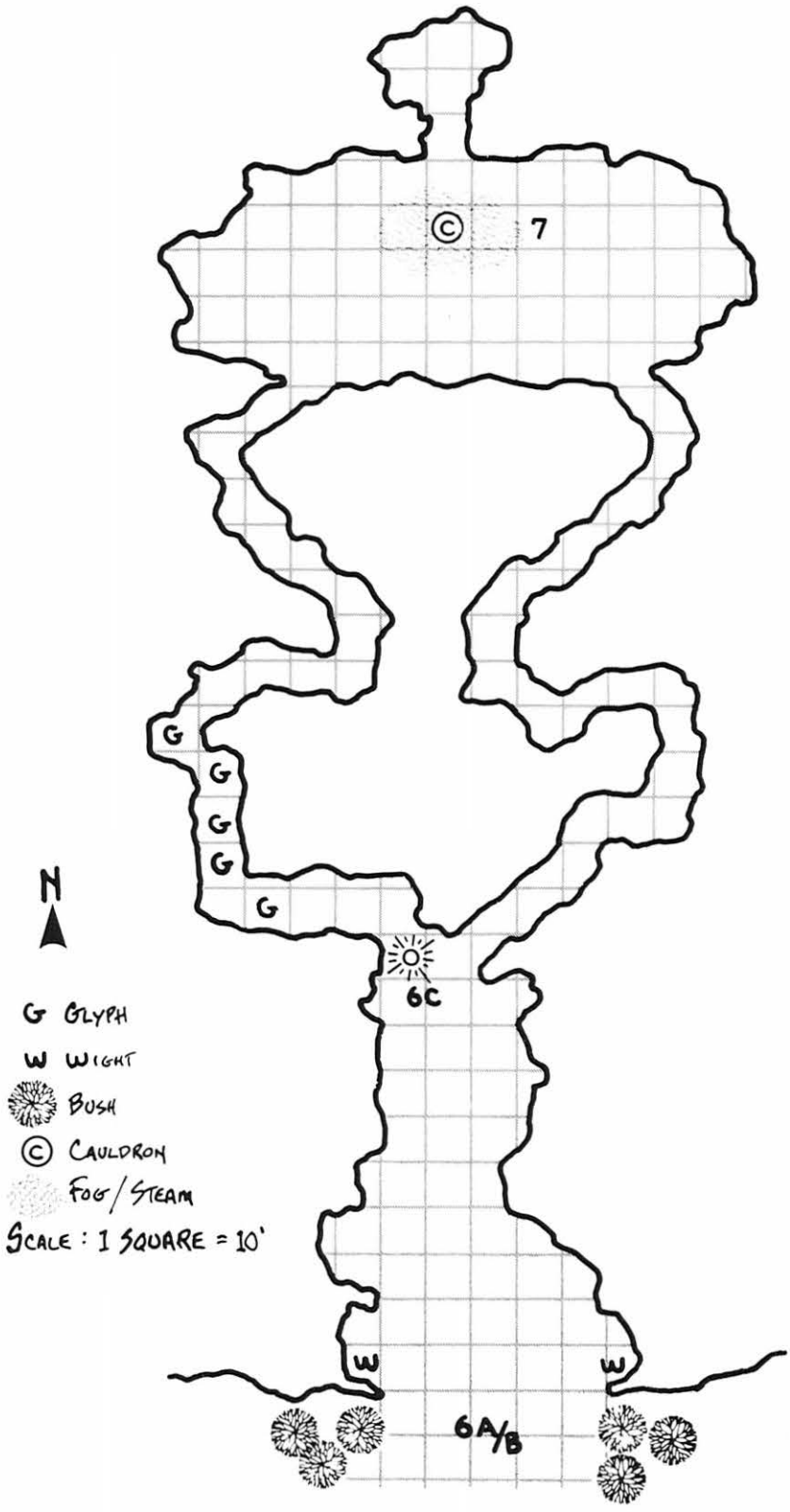
Join the Horde as GENGHIS CON IX moves to winter quarters at the Airport Hilton in Denver, Colo. This convention is sponsored by the Denver Gamers Association and the Colorado Military Historians. Events include all varieties of board, miniatures, computer, and role-playing games. The ever-popular game auction will make another appearance this year. Special gaming events include competitions in VICTORY IN THE PACIFIC, TITAN, CIVILIZATION, KINGMAKER, and ADVANCED SQUAD LEADER. The Colorado Military Historians will also sponsor one of the first qualifying rounds for the WRG Ancients National Championships. Registration is $12 until January 31, 1988, and $15 thereafter. Write to: Denver Gamers Association, P.O. Box 2945, Littleton CO 80161.

ORCCON 11
February 12-15, 1988

Brought to you by STRATEGICON, the people who also brought you ORIGINS '86, this gaming convention will be held at the Lost Angeles Airport Hyatt Hotel. Role-playing, wargame, computer game, and family board game tournaments are offered, as well as various seminars and demonstrations, a flea market, a game auction, and an exhibitors' area. Write to: ORCCON 11, c/o DTI, P.O. Box 8399, Long Beach CA 90808; or call: (213) 420-3675.

CONTEMPLATION 88
February 26-28, 1988

This science fiction, fantasy, and gaming convention will be held at the Ramada Inn in Columbia, Mo. Guests of honor include Jerry and Roberta Pournelle, and Larry Niven. J.R. Daniels is the artist guest of honor, and Keith Berdak is fan guest of honor. Events include an art show and auction, numerous panels, a masquerade, a video room, a huckster's room, gaming events, and more. Membership fees are $10 until December 16; thereafter, fees are $14. Write to: CONTEMPLATION, P.O. Box 7242, Columbia, MO. 65205.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FOG/STEAM
SCALE: 1 SQUARE = 10'
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